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DREAMCAST MONTHLY

NOVEMBER 2000 ■ ISSUE 14

HALF-LIFE

WORLD EXCLUSIVE REVIEW

Sonic Team rip up the RPG rulebook...

PHANTASY STAR ONLINE EUROPEAN EXCLUSIVE

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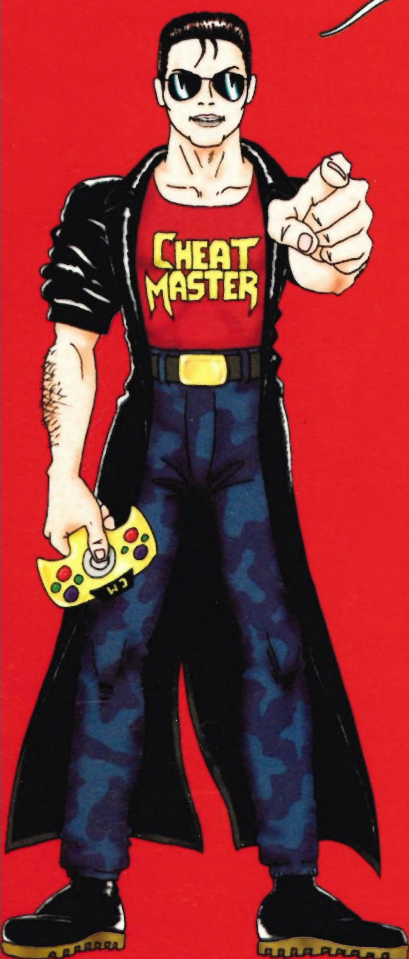


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EXCLUSIVE

WORMS 24 WORLD PARTY



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LOADING ➡

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Simon Brew investigates Stunt GP's apparent reluctance to be released...

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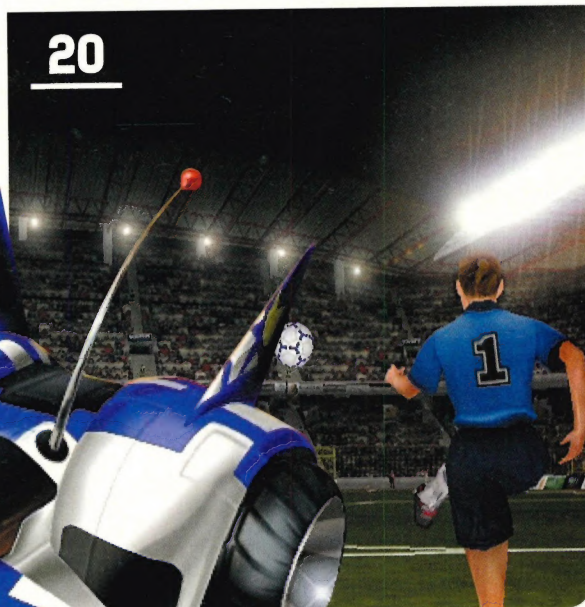
For those who enjoy a quick grope with blokes in tight pants. Each to their own...

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Oh lordy,
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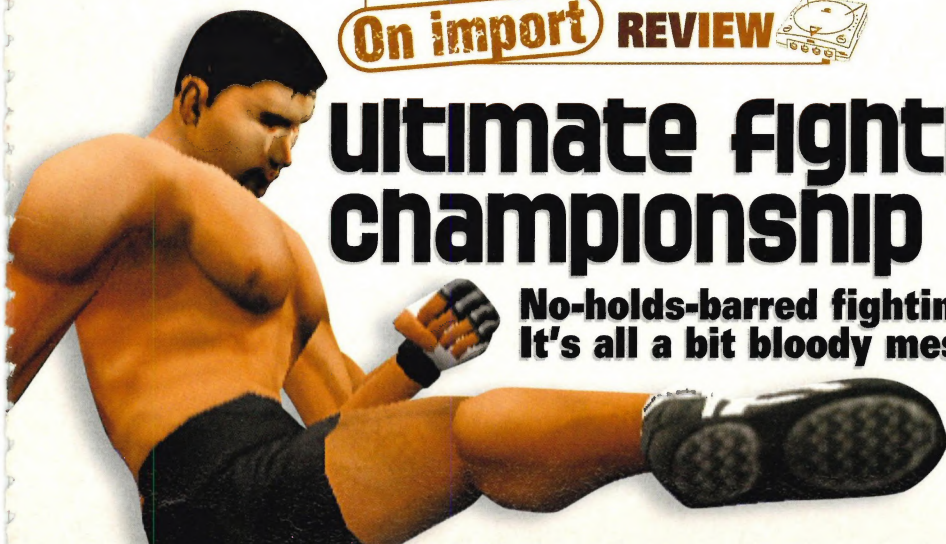
It's been looking pretty
promising, but can it
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On import REVIEW 

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No-holds-barred fighting action!
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dcm

dreamcast monthly

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It's as close as you want to get to the real thing.

Dreamcast
magazine

91%

"this really is as good as it gets"

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GAMES

5/5

"another must have game"



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dcm
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Christmas IS coming...

Summer has definitely gone, then? I wouldn't normally ask, only I can't say I really noticed much sun this year. Still, the blinds in our house haven't actually been opened for six months anyway, so I suppose I could've missed some of the finer weather. The gentle pitter-patter of rain on the window pane is a sure-fire sign that Christmas is coming, though, and we all know what happens at Christmas, right? Yes, Santa delivers his presents, but I'm talking games. Although we've had a couple of quiet periods in the summer months, where decent software has been a little on the sparse side, there's no need to worry now that Chrimbo is rolling around. There's only a couple of months to go until our Christmas lists have to be finalised, and we're already being inundated with some of the excellent software those clever publishers have been saving for the 'peak season' (I prefer to call it 'bloody cold and miserable season' myself). Just take a look at our world exclusive Half-Life review over on Page 62 if you don't believe me. We already think it's going to be one of the biggest games Christmas will offer, and we've still got the likes of Metropolis Street Racer (see review next month), Quake III, Ferrari F355 (see Page 88) and Jet Set Radio to drop into our grubby mitts.

Of course, if, like us, you've already got your Christmas list sorted, you're going to want to know what's happening early next year, which is why the mag's specially furnished with a European exclusive of Phantasy Star Online (on Page 10) and Worldwide Soccer 2001 over on Page 20. We're all just happy to see continued support for the Dreamcast well into the new year, and we're not just talking about Sega's in-house development teams either. Just a quick glance over to our news pages (starting on Page 14) tells you Grand Prix 3 is making a surprise appearance. For those of you unfamiliar with the PC smash-hit, it's touted as being the most comprehensive and minutely-detailed Formula One simulator ever created, and it's certainly got the scores to prove it. Watch out next month for our swanky feature, but for now, why not just sit back, relax and enjoy the magazine...

Take care,

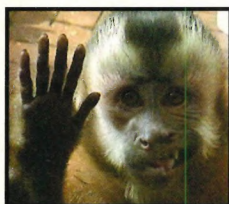
Russell

Editor Dreamcast Monthly
russell.barnes@quaynet.co.uk




monkey business

Delightful, delectable and hard-working. The team that puts dcm together are actually a bunch of monkeys...



Richard Grace
Group Art Editor

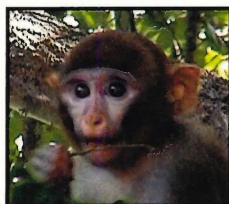
We've had to ban Richy from taking his shoes off in the office this month. Not because of the smell - it's something about health and safety, apparently...

Game of the month
Half-Life

Still playing Virtua Tennis

Last heard saying

"I am the one and only..."



Saul Trewern
Solutions Editor, Contributor

Renowned for his remarkable drinking abilities, or was that problem? Saul writes top solutions, and he knows how to enjoy a pint.

Game of the month
Ferrari F355

Still playing Virtua Tennis

Last heard saying

"I don't think so mate! I don't do weekends"



Ian Osborne
Sub Editor, Contributor

What can we say about Mr Osborne (that you'd actually believe)? Well, he's been writing top reviews again this month (and he's rather scary).

Game of the month
WWF Royal Rumble

Still playing The fool

Last heard saying

"Hiya, how's life?"



Simon Brew
Freelance Journalist

Simon's starting to settle down to married life. He's working all hours to try and pay for the wedding, but isn't that what married life is all about?

Game of the month
Worldwide Soccer 2001

Still playing Power Stone 2

Last heard saying

"I'm knackered after my honeymoon..."



Derek de la Fuente
Features Editor

Derek's slogged his guts out this month to bring you an exclusive on Frogger 2 and DroneZ. What would we do without him?

Game of the month
Stupid Invaders

Still playing Ferrari F355

Challenge

Last heard saying

"Don't forget my money!"



Greg Howson
Freelance Journalist

Lucky Greg had his name pulled out of the bag to review Half-Life this month. He was so excited he had to change his trolleys. Twice.

Game of the month
Half-Life

Still playing Dead or Alive 2

Last heard saying

"Oh, my poor fingers!"



WANT A FREE GAME? 'COURSE YOU DO! WANT TO EARN IT BY WRITING OUR LETTER OF THE MONTH? THERE ARE WORSE WAYS, YOU KNOW. JUST SEND A MEARY MISSIVE TO FORUM AT DREAMCAST MONTHLY, 22 STRAND STREET, POOLE, DORSET BH15 1SB OR E-MAIL IT TO DCM@QUAYNET.CO.UK AND A GAME OF YOUR CHOICE COULD BE YOURS...

dcm letter of the month

TESTING, TESTING...

Dear DCM,
I've just bought a Dreamcast and logged onto the Internet with it. I'm now testing my e-mails. Did this get through?

Andrew Channings, Basinstoke

dcm: Yes! Now are you going to write.

Basic Info
Your Real Name
User Login
Password
Dial Up Number
Backup Number
DNS1
DNS2



RICH PICKINGS

Dear DCM,

I have a suggerston. You see dreamcast needs addons like DVD a HARD DRIVE a BLEAM and I would like to see over 200 bit technology but if there is that many the DC will become complete crap so I thortgh why not make one big addon with all of them together everyone likes the idear. Thanks for reading.

Anonymous, by e-mail

dcm: We have two suggestions for you. Firstly, brush up on your spelling (and buy a keyboard!), and secondly, sign your e-mails (ya monkey). An add-on which offered everything you suggest would cost several times as much as the Dreamcast and sell about three units. Maybe we could launch a new magazine called Millionaire Gamer? Yes, we like that.



FANCY PANTS

Dear DCM,

I think the PS2 is a huge threat to the Dreamcast, solely because of its reputation and the hype surrounding it. No-one doesn't know someone who owns a PlayStation. It's always the games that makes or breaks a console, and PS2 seems lacking in that department. It's a sequel itself, so what do you expect from its games? The Dreamcast boasts Internet access, better anti-alaised graphics, a better sound card and upgradeability, plus ease of development and some great games out now and coming in the near future. If word gets out that the PS2's games are as bad as it looks, it'll be as dead as a dodo.

Finally, my girlfriend thinks the editor's gorgeous and requests that he has his top off for the next pic of him in the editorial section! She's meant to fancy me! But do it for her, coz I love her!

M, e-mail



dcm: Russell says he'll pose topless for her if she comes down and takes the pictures herself! Seriously though, she should cut down on her drinking - it must take at least ten pints to make Mr Barnes look even remotely fanciable...

TAKING THE PLUNGE

Dear DCM,

After buying a copy of your mag I decided to take the plunge and do something I had been thinking about for a long time. Buy a Dreamcast. I got Shadow Man free with it for £149.99, and am very impressed. The graphics are much better then the PlayStation's, and the selection of games is outstanding.



The reason I tell you this? The reason I didn't wait for PS2? Towards the end of the Saturn and through most of its life, it was my belief it had some of the greatest RPGs and action games on any platform, the PS included. Now I'm not a fool, and I'm not about to say that the Dreamcast is going to out-sell the PS2, but the Dreamcast has the advantage in that it has good games! Soul Caliber, Half-Life, Evil Dead, Code Veronica, all the greats. So who gives a shit if the PS2 goes all mainstream and sells a bunch of rushed-out sequels?

See you all around,

-prettz-, e-mail

dcm: Yes, the Dreamcast is definitely the platform of choice for hardcore gamers. Half-Life, reviewed this very issue, is a case in point - at last you can play this stunning first-person blaster without shelling out about a grand on a PC.

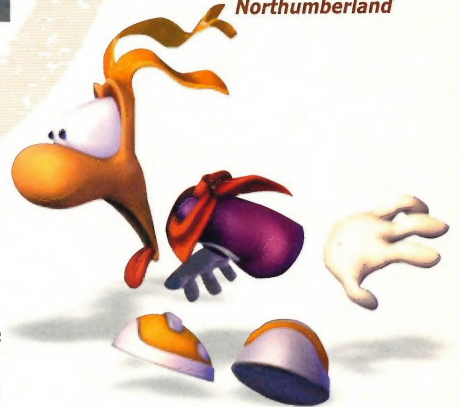
PSX PORTS?

Dear DCM,

After buying a Dreamcast, I have noticed the amount of PlayStation games appearing on the Dreamcast has increased considerably, with Rayman 2, Resident Evil, etc. If I wanted to play PlayStation games I would have bought a PlayStation.

Is this because Sega thinks these games made the PlayStation popular and are hoping it will do the same for the Dreamcast?

Gavin Wills, Newbiggin-by-the-Sea, Northumberland



dcm: As long as the games are developed specifically for the Dreamcast and not ported directly from the PSX and tweaked (remember the awful WWF

JOLLY HOCKEYSTICKS

Dear DCM,

We get endless football sims, basketball sims, ice hockey sims, athletics sims and whatever, but there's never ever been a field hockey game. Why not? It's a great sport. It's fast, fluid and different enough to other team games to make a really original Dreamcast offering. So how about it, developers? Don't tell me there's not enough interest - hardly anyone in this country plays basketball, baseball or American football, and there are stacks of games based on these sports. Let's have a field hockey game - NOW!

Wendy Williamson, Maidstone, Kent

dcm: Sorry, Wendy; it isn't going to happen. There might not be many fans of basketball and American football over here,

Attitude?), we can't quite see the problem. Code Veronica was excellent, as was Tomb Raider: TLR. Many people upgraded their PlayStations to a Dreamcast, and want to play a new game in the series on the more powerful machine. Besides, they're so famous can you blame Sega (and their third-party developers) for not killing the cash cow?

It's not all PSX either. The PC has been very kind, giving us Half-Life and MDK 2 among others. And what about the Sega originals like Shenmue and Sonic Adventure? Finally, your second choice of Star Letter game was Speed Devils - a title that originally appeared on the PSX. D'oh!

MONEY FOR NOTHING?

Dear DCM,

Whoever buys a PlayStation 2 is nuts. I live in Ireland and I read in the paper that it will be £380 here, and I've seen on Sky News that in Britain it will be £300, whereas in America it will cost £100, the same as in Japan. I think this is an outrage. My friends were all asking me if I was going to get the PlayStation 2 for Christmas like them, but when I told them the price

it was going to be, they all quickly changed their minds. Also, I read they're only going to be available to order until sometime in mid-2001.

Who will buy a computer for £380? So what if it has a DVD drive and Internet access? The Dreamcast has Internet access already and a DVD drive is coming out, as well as an MP3 player, digital camera and a zip drive.

Brian Griffin, Limerick, Ireland

dcm: Yep, Sony seem intent on keeping PS2s out of the hands of gamers this year, and by the time the price falls and the machine's in the shops, the Dreamcast will have cleaned up. You did the right thing buying a Sega.

DO THE DRAGON?

Dear DCM,

I've seen endless games where you have to kill a dragon, spread across numerous platforms. There's the Final Fantasy series (of course), Dragon Valour; hell, I even remember The Hobbit on the old ZX Spectrum! However, I've never



seen a game where you have to BE a dragon.

It's about time the tables were turned. I mean, if we go around slaughtering dragons at this rate, there will be none left! I say declare dragons to be an endangered species, and slap a protection order on them. Developers who continue to torture dragons should be burned alive!

R Supward, Tonbridge, Kent

dcm: Are you sure you're OK? In actual fact, there are several games where you play a dragon. Remember the old coin-op Dragon Spirit? And what about the PlayStation's Spyro the Dragon? We like your thoughts on the protection order, though. If we ever see a real-life dragon, we'll send him along to Tonbridge to thank you personally.



SPACE CHANNEL SEVEN?

Dear DCM,

What a missed opportunity. Space Channel 5, I mean. It's a great game, but will sell about five copies. Why? No tie-in! Can you imagine how much more successful it would be if Sega had bought the licence to use S-Club 7 or Steps in the game? Not only would you have great gameplay, but also recognisable stars, top trax and motion-captured dance routines. Why did you miss the boat, Sega?

Gareth Lycett, Exmouth, Devon

dcm: If a real-life band was used, only fans of said band would buy the game, so you'd have to make sure they were popular in every territory - that's Japan,



America and Europe. Not easy. If the band split up or went out of fashion while you were developing it you'd be screwed, so you'd have to choose carefully (and the music industry is just soooooo volatile). When you bear in mind how much the licence would cost (a small fortune) and how long all the motion capture would take, your proposition doesn't look so attractive. Let's appreciate Space Channel 5 as a great game and let Sega worry about selling it.



but those games are HUGE in the States. Baseball's massive in Japan too. It's not that hard for developers to make a game based on these sports for the American and Japanese markets, then convert it to PAL format to cream off a bit more dough from the Europeans. Field hockey, although a fine sport, is only really popular in the Commonwealth and Russia. The Commonwealth countries aren't huge gamesbuyers and anything released in Russia gets instantly pirated, so there's no money to be made here at all. Nice idea though - it would indeed make a terrific and original game.



WIN A GAME OF YOUR CHOICE EVERY MONTH



Another month, another lucky reader winning our prestigious Letter of the Month award. As well as a free game of your choice from Gameplay, we're also giving away a six-month subscription to the magazine. What more could you wish for?

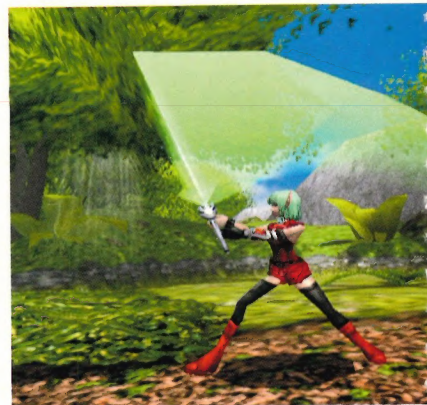
For your chance to be the proud owner of the game of your choice, and a six month subscription, simply write to us with your usual trials and tribulations - it couldn't be easier! Letter of the Month winners receive the game at the top of their wish list, and it's sent to you courtesy of those lovely people at Gameplay, bless 'em.

Make sure you include your full name and address and the name of the game you would like to win or you'll be kicking yourself for a week when you don't. Don't just sit there - get writing!

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EUROPEAN EXCLUSIVE



Whenever a programming team gets to work on their first role playing game, there's usually an element of interest, but expectations aren't bursting through the roof. When Sonic Team have a go at the genre though, it's rip-up-the-rule-book time, as they prepare to unleash easily one of the most ambitious games the Dreamcast has seen to date. And we're slobbering at the prospect. A tasty image, we're sure you'll agree.

The game? The continuation of the Phantasy Star saga (which frequented earlier Sega consoles and has a large following across the globe), mixed with online play. Several day-long executive meetings later, they gave the game the title Phantasy Star Online. And despite the fact that it wasn't initially due to be part of the PS saga, fate has played a hand and now it is. It's not too interesting a story so far, but bear with us, it gets more exciting shortly.

Plotwise, the game kicks off as a scout crew fly out of the skies to take a butchers at the Phantasy Star planet, specifically investigating an explosion that's recently taken place



With graphics this good, you'd expect lag times to be an issue, but no...

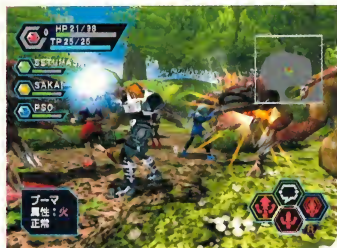
STOP PRESS!



With its phrase translation system, you can play alongside anyone in the world!

FEELING TENSE?

One of the key aims in putting together Phantasy Star Online is to keep surprising the player, to the point where Sonic Team seem ready to pull anything to keep you on your toes. Within reason. The example we've heard? You'll be happily walking along with your pals, and the wall next to you suddenly gives way, and a huge dragon bursts through it. Everyday occurrence in Bournemouth, that.



there. The aim at first will be to unravel the mystery and work out why the explosion took place, with the player naturally expecting to meet a fair level of resistance and intrigue. That whole set up though is simply a springboard for a predominantly plot-and-mission driven game that will give you the chance to talk to people in new cities, towns and worlds, to explore and to have a great big scrap at the same time. Bonza.



AUTOMATIC TRANSLATION



The idea of playing people all over the globe has one distinct disadvantage - the lingo. But in a development straight off the set of Star Trek, you can make all other worlds speak your language using the built in Word Select function. We're looking forward to some of the dodgy translations already. Furthermore though, Sega have built in a set of standard symbols common to players across the globe. This means that if you want to order an attack or something, you just need to send a symbol rather than battle with the Word Select and hope that the translation hasn't gone, er, a little strange in the delivery.

online

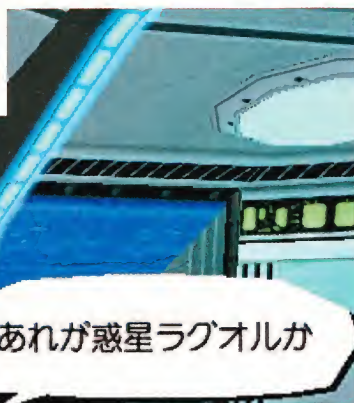
Clearly the key selling point here is the fact that you can play the game online, and when you realise just how deep and involving this can be, Chu Chu Rocket will quickly become an old girlfriend who you may send the odd Christmas card too, but not a lot else. The gameplay, from what we've seen, relies as much on cooperation as anything else (hence the slogan 'You're not the only hero' that Sega have seen fit to plaster over the materials they sent us), and we don't just mean in the pooling of brains to unravel some of the puzzles that await. We're talking

everything from swapping items, sharing information and joining up for combat. And when you appreciate that this is a truly global game, with players able to play from anywhere in the world, you begin to appreciate just what an ambitious project this is. Furthermore, the game will feature real time communication, just to heighten the cooperation angle even more.

objectives

However, you shouldn't be left with the impression that mobs of millions will be roaming around the Phantasy Star worlds, each

it's about time we did something on the internet with both hands on the keyboard



with exactly the same objective. Each mission you undertake can support up to four people, and a special search function built into the game will, touch wood, allow you to do a global search for players who may be able to help you in your quest. Handy hint, though. If our names crop up and it's past midnight on a Friday, you're better off fighting alone.

Graphically, as you can see from the visuals that adorn our hallowed pages, the game is shaping up quite nicely thank you



Little is known about the combat system, but time will tell...

ON THE LOOKOUT

The People Find option is actually a bit more sophisticated than we've lead you to believe. Take, for instance, if there was a particular quest you wanted to undertake (maybe killing someone), you can simply put out a message saying you require three recruits to help with your mission, and hey presto, you can expect applicants from across the world. Cool eh?



"I just love those pointed platform shoes... Go on, tell me; where did you get them?"



Every aspect of your character can be tweaked. Wonna go blonde?



very much. We've been particularly impressed by the size of some of the characters you encounter on your quest, each of whom are naturally asking for a kicking.

...everything from swapping items, sharing info and joining up for combat

Certainly anyone who's seen Diablo II on the PC will understand the compromises that are made graphically in this genre, so it's pleasing to see that Sega are willing to go a bit further.

Certainly it's an interesting challenge facing the Sonic Team, in getting the multimedia elements strong enough, whilst not compromising the speed of

the game. We're interested too to see what they've done to prevent the kind of Internet lag times that have been known to

drive PC owners in furious frenzies that usually lead to an unhappy ending.

hard sell

It's quite moving, really. Seriously though, this and the likes of Quake III are about the biggest tests Sega are going to face in selling online gaming to

their European customers, and they've already hinted that several more online titles are likely to follow in 2001. Rest assured though that in the case of Phantasy Star Online, if you're home alone you will be able to play it offline, you'll just need to recruit the help of a couple of computer controlled characters instead.

And did we say characters? Sure did, which neatly links us onto the character creation system that's embedded in the game. When generating your character, it'll fall into one of three main categories. There's the hunter, a dab hand



at the short range battle and well trained in the art of the photon saver. There's the ranger, who's more into long range stuff, and is adept at handling weapons. And then there's, er, 'Force', who appears to be a bit more mysterious and magical.

so when, then?

So when can we expect our phantasies to be fulfilled (sorry)? The game is currently marked down for release at the very end of the year, but already the rumour mill is suggesting that early 2001 is likely to be more realistic. We'll bring you the full review, naturally, when the damn thing's finished. We can't wait. It's about time we did something on the Internet with both hands on the keyboard.



newscast

bringing you the latest news from around the world



"Can I borrow your gun, old chap?"



Just a couple of the games wowing the crowds in and around ECTS this year...

SEGA STEAL THE SHOW!

And they didn't even need to turn up...

Twelve months ago, Sega used the European Computer Trade Show (ECTS) as the springboard to launch the Dreamcast, throwing a memorable party where we drank too much and desperately tried to chat up anything in a skirt. Including one or two of the in-game characters, unfortunately. However, the end result was that it was widely though they'd pretty much stolen the show.

So back to the present day, and following this year's event, many people are thinking the same thing. Nothing strange there, you may think. Until you realise that the cheeky

monkeys didn't even turn up. Instead, they treated all manner of important people (and journalists) to a swanky show at the big Leicester Square cinema, where big Sega games were projected onto an even bigger screen. The ongoing throngs at ECTS, happening several minutes in the other direction, didn't know what they were missing.

Most of what was on show was stuff we knew about already, although in some cases things have progressed pleasingly, and certainly everything on show left us with strange drool hanging from our mouths. Disgusting maybe, but we think you get the point.



Shenmue will be with us within two shakes of a stick. Let's hope you're as excited as we are!





Get on your baggy pants, take off your skating trainers and get gnarly



So let's take them in turn. The translation work on Shenmue is nearing its completion, which makes us very excited indeed. For those who don't know, Shenmue is an enormous game, almost an evolution of the first-person adventure, with simply superb graphics. We like the fact that you can try and play the game proper, or simply prat around, and both are as enjoyable. We've covered Shenmue extensively in previous issues though, so we'll put the brakes on there as a full review is but a couple of issues away. Also nearing completion, with special localisation work being undertaken is Jet Grind Radio. Having wowed the huge E3 show in the States earlier in the year, it had a similar effect here, with its stylised graphics looking great on a big screen. And it plays a dream too.

We saw for the first time too a sort of follow up to Toy Commander, namely Toy Racer. It's a sequel in style only though really, with the world remaining the same but the game, you'll be shocked to hear, becoming a racer. It seems to contain the usual racing stuff - power ups, various cars to choose from, and even ammunition and weapons, although the vehicles won't be armed when you start for the first time. The circuits aren't flat, frequently taking a detour up a wall or something, and we'll have a fuller preview in a future issue.

Half Life and Quake III were in playable form too. The former, achingly close to completion, is for our money an improvement on the PC version, although clearly you'll need to check out the full review starting on page 62 of this issue to understand why. It's a shame they left the

online play out though, the clots. Quake III is playable with keyboard and mouse as we revealed a few months ago, and graphically is looking very nice indeed. Early indications are too that it's a good conversion, with online play not lagging too badly at all. We're still waiting for some hands-on action with the four player split screen. And whilst we were there, we also saw with our own eyes a Dreamcast version of Daytona, and DC shots of Black and White, Sega Worldwide Soccer 2001 and more were shown around.

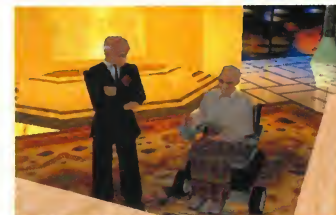
There was plenty more of course, and you can rest assured that your beloved Dreamcast Monthly will be bringing you the news on the hot games as and when we get it. We'll even drag ourselves away from the boozier for you. In the meantime, be excited, because the Dreamcast has what the PC, X-Box, Playstation, Playstation 2 and Gamecube don't. Namely a bucketload of red hot games, all of which are due in the next few months. You be sure to enjoy them.



It's been quiet on the GT front of late. Not for much longer...

LARA'S BACK AFTER ALL!

Oh, she is a card



Contrary to earlier speculation, Core Design and Eidos have confirmed that a fifth Tomb Raider game will be published this November, and for the second time, Lara will be appearing on the Dreamcast. The new game is called Tomb Raider Chronicles, and will commence at a special memorial service for Lara, as she's disappeared, presumed dead. She's not dead of course, you don't need to be a Sherlock to work that one out. The game will follow four separate adventures from Lara's past, with the game pretty much told in flashback as three characters have a good old natter about our Lara. The locations for the game are a Russian U-Boat, a hi-tech tower block, a small Irish island and the streets of Rome. Kind of like a Tomb Raider version of the Holiday programme.

Expect the usual array of enhancements, with extra tweaking to the game engine, and expect to be reading more about Tomb Raider Chronicles shortly in Dreamcast Monthly.



IT'S OFFICIAL!

Sega cut the DC price

DAYTONA ON DREAMCAST!

Awesome racer - in your front room!

The good news keeps on coming. Sega are working on a Dreamcast conversion of the excellent arcade racing game Daytona. And as anyone who has sat in the Daytona cabinet down their local arcade can testify, this is excellent news. Unfortunately, we only know of its existence at the moment, but will endeavour to dig up the gossip in time for another thrill-packed edition of Dreamcast Monthly. How can you fail to be excited?



VMU TIMES FOUR

Extra space - and do we need it!

One of the pleasant surprises of the recent ECTS expo was the news that Sega will have a VMU with four times the capacity of existing units available on the shelves by the end of the year. It's good news, says us, although we can't pad the story out any further than that. It'll just get boring.

On 1st September, Sega finally lopped £50 off the price of a Dreamcast in the UK, bringing the console down to a recommended retail price of £149. Okay, so most of the High Street has been selling the machine at this price for the best part of three months now, but that doesn't mean the effect hasn't rippled through to our local retailers. The shops we popped into had utilised the price cut to put together better games packages to go with the Dreamcast, whilst still keeping the price well under two hundred notes. We'd be surprised if you couldn't pick up a brand new DC for around £100 or so this Christmas.

Furthermore, in anticipation of the farcial release of the PlayStation 2 (one online retailer we checked out couldn't

guarantee delivery until at least May of next year), you're now able to pick up a Dreamcast and a standalone DVD player for £299, exactly the same price as the PS2. Although you may actually find some stock for sale in shops in the case of the former...



INTRODUCING THE GAME CUBE

Nintendo finally unveil their baby

Nintendo have finally shown off their next generation console, which has ended up being called The GameCube. Previously it's been known in the press as the Dolphin and the Star Cube, but then we're a bit dim like that. The console is shaped - shock horror - like a small cube, and whilst what little software we've seen running is impressive, we're still likely to have to wait until 2002 until we see one in the UK. We just thought we'd let you know.

SURF'S UP

Crave pass water

Er... this one's a bit sparse actually, as we've only just had the news in the office and there's a little man in a strange anorak sitting opposite waiting to take the magazine to the printers. We'll have to make it brief. Crave Entertainment have added another title to their becoming-more-promising Dreamcast line up, in the shape of Surf Rockers. It involves you racing across water on a surfboard. And our knowledge ends there. We'll update you next month, and release is pencilled in overseas for December, so we'll probably get it early next year.



"Mama-mia! This-a gonna hurt!"

GRAND PRIX 3!

It's coming to Dreamcast!

On one of our occasional field trips onto other formats, we inevitably ended up at the PC, which is becoming home for more and more games that are being ported over to the Dreamcast. Examples? Grand Theft Auto 2, Hidden and Dangerous, even Wild Metal (does anyone remember that?). So when we saw what many are regarding as the PC game of the year, Grand Prix 3, even us DC advocates were a little unsure as to whether it'd ever leave for the consoles. But by jove, they've gone and



done it, and Grand Prix 3 is now scheduled for Dreamcast release early next year.

It's easily the most comprehensive and probably the best Formula One simulation we've ever had the pleasure to play. It's jam-packed with painstaking accuracy and the kind of addictive qualities that we live for. Full details of the Dreamcast version have yet to be finalised, but we are going to be coming back to this one in more detail next month so be sure not to miss it. In the meantime, have a look at what you've got coming to you. Lucky boy. Or girl.



These are PC shots but if Half-Life is anything to go by the DC version could look better

NO ICE

It's having a year off

Anyone who enjoyed ice hockey sim NHL2K could well by now be looking at their watches and expecting the 2001 edition to be arriving on the platform shortly. Well it's not coming. In a move that EA Sports could well learn from, Sega Sports have decided not to publish a 2001 edition, instead focusing on making the 2002 version even better.



EA SIGN HARRY POTTER

So no wizard for Sega, then

J.K. Rowling's prized creation has been snapped up by Electronic Arts for video games purposes. This means two things. One - we won't see it on the Dreamcast. Two - it probably won't be very good. We're willing to be proven wrong on both counts.



WHAT HAPPENED TO...

COLIN MCRÆE RALLY 2.0?



Canned. Codemasters have decided not to produce a Dreamcast version after all, and have pulled out of Dreamcast development altogether. Their DC games catalogue of approximately no titles will thus be all us Sega fans have to remember them by.

BLACK AND WHITE?



Oh, we told you this last month. Pay attention. The opus that is Black and White won't now be appearing on the Dreamcast until 2001, probably around the Spring time. And yes, we're pissed off about it too.

AGE OF EMPIRES II?

Long ago, Konami and Microsoft inked a deal that saw the latter taking Konami's console titles to the PC, and the former bringing Microsoft's computer titles to the consoles. The fruit of the deal has been a long time coming, but Age of Empires II, along with a golf game and Combat Flight Simulator should all be out around the middle of next year.

WORMS WORLD PARTY?

Due out before the end of the year - check out page 24 in the issue for a special advance peek.

UNREAL TOURNAMENT



Early next year. You will have a certain game called Quake III to keep you occupied before Santa visits though.

SONIC ADVENTURE 2

Still not due until well until next year

RELEASE DATES

Here are some of the latest release dates for Dreamcast games from the various publishers around the country. As usual, they could change at any minute, and it won't be our fault. Okay?

International Track & Field Should be out now
Space Channel 5 October
MS-R October
Rainbow Six October
Ferrari F355 Challenge October
Urban Chaos October
Ready 2 Rumble Round 2 November
Sega GT November
Silent Scope November
Worms World Party November
Alone in the Dark IV November
The Grinch November/December
The Mummy November/December
Mr Driller December (ish)
Spawn December
Shenmue December
Sega Worldwide Soccer 2001 December
Samba de Amigo December
Stunt GP Early 2001
Phantasy Star Online Early 2001
Grand Prix 3 Early 2001
Star Wars: Super Bombad Racing Mid 2001
Black and White Mid 2001
Sega Marine Fishing 2001
18 Wheeler American Pro Trucker 2001
Colin McRae Rally 2.0 Canned
UEFA Striker 2001 Canned



THEY'RE BACK T&J return to Sega

While back in DCM, we brought you the rumour that Sega MegaDrive heroes Toejam and Earl could be making an Ecco-style comeback with a brand spanking new game on the Dreamcast. Funny thing was, it turns out that we were right. Work is currently underway on Toejam & Earl III, and whilst the release date is still a long way off, the nostalgics amongst you will be treating yourself to another tube of Pringles to celebrate. And well you might.

STAR WARS: THERE'S MORE

The force gets stronger...

The Star Wars saga has finally made its debut on the Dreamcast, as Star Wars Racer finally sits on shop shelves across the country. It's not brilliant, granted, but it's a step in the right direction. Regular readers will also be aware of Star Wars: Super Bombad Racing, some strange kiddie friendly rallying game that's on the way too. Well, we think it's strange. And then there's the mediocre Jedi Power Battles, which has already come out of the Playstation, but we're getting it too. Thanks.

Anyway, there's another game now, in the form of Star Wars Demolition, a brand new title from the creators of the okayish Vigilante Eight Second Offense. And just like Vigilant Eight, it will involve cars and

STAR WARS

combat, just this time in the Star Wars universe. It's apparently quite close to completion too, and we may - if we're lucky - get to see this one before Christmas.



Let's hope it's not as disappointing as Racer (reviewed last issue, 6/10)!

OVERSEAS NEWS

SEGA IN COURT

New censorship debate

Over in the States, an ongoing enquiry is taking place into videogame advertising targeted at youngsters, despite occasionally featuring adult related content. We don't know what game they're on about, but we sure want a copy. And Sega's President over there has decided to testify. Tenuous link, but we'll let you know if anything interesting comes out of it, especially as it has repercussions for the video game rating system over there (which will no doubt rub off on our censorship-heavy authorities).



sega! watch

SEGA MARINE FISHING



You rushed out all excited didn't you? You bought Sega Bass and the fishing rod, finished it in a couple of days, and don't have a clue what to do with the rod now. We're right aren't we? Oh, well at least pretend we are, so that we can tell you about the latest fishy Sega release, Sega Marine Fishing. It's set at sea this time, and there will be all new fish to catch. Best get the chips ready, then...

ECCO 2



As we mentioned a few issues ago, whilst thus far not announced, a sequel to Dreamcast Ecco is apparently on the drawing board, although it's still likely to be a long way off.

RAINBOW SIX:



ROGUE SPEAR

We were fairly indifferent to the news that the original Rainbow Six was coming to the Dreamcast. Sure, it's a good game, but the likes of Hidden and Dangerous has severely dated it. Fortunately, it appears its vastly superior sequel, Rogue Spear, has now begun its long and twisted journey to the Dreamcast, although we hope they leave multiplayer mode in tact. Don't expect a release anytime soon.

PLANET HARRIER

We mentioned the latest sequel to 80s classic Space Harrier fairly recently in these pages, and as usual, when more details arrive, we rush to tell you. It's reckoned the game will play pretty much like the original - ie you flying around a screen shooting things - and whilst the DC version hasn't been announced (it's in development for the arcades at the moment), it's widely expected to follow shortly.

NOW FOR SOMETHING COMPLETELY DIFFERENT... ... a strange new online game

Introducing Dream Dorobo, a new title from Sega Europe that looks set to be the latest slightly surreal experience to hit the Dreamcast. The game uses the microphone peripheral (shortly to be seen in the upcoming Seaman), and places you and another player (who could, theoretically, be located anywhere in the world) in the middle of a maze stack full of treasure. Thus begins a game of cooperation, as one of you enters the maze with limited visibility, and the other sits outside with a full overview of it and the responsibility for barking orders at the other player. In short, the aim is for one player to guide the other to all the treasure, whilst avoiding all the usual pitfalls and stuff. Once the robber has grabbed three lots of treasure, the roles then become reversed and so on until the maze is empty of swag.

No word yet on a release date, although we're guessing it's due out at some point next year. We'll keep you posted with updates as we get them.

TENNIS HITS THE TOP SPOT

And Wimbledon's finished

Within days of the UK release of stunning sports game Virtua Tennis, retailers were reporting that the game had shot to the top of the all-formats charts as gamers across the country united to smack their balls. Crap gag, but you should be expecting them by now. Our eyebrows were initially raised at the late release for the game that meant it missed Wimbledon by ages, but clearly you lot don't care and we were made to look stupid. Again. Anyway, enjoy it, and be pissed off that we don't get the online version our Japanese cousins are looking forward to. Hmmp.



Go on, dive you long haired jessy!

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SEGA WORLDWIDE SOCCER 2001

Third time a charm? We certainly hope so...



This game keeps its feet on the ground

Ine year on, and football games on the Dreamcast still aren't quite there. We've had two Sega Worldwide Soccer games and one UEFA Striker, and with the DC version of UEFA Striker 2000 recently canned, it's left to Worldwide Soccer this Christmas as it makes a third attempt for Premiership status. And fortunately for us, things are going rather well...

What went before

We liked the previous two games, don't get us wrong. Sega Worldwide Soccer 2000 scored an impressive 8/10 off us, and whilst we also liked the Euro 2000 edition, its 7/10 score is reflective of how close it was to the first release. And as we're as keen as anyone for a top-notch Dreamcast footie game, we really want to love it third time around. Fortunately, Steve Archer from Silicon Dreams, the producer of SWS 2001 (sorry,

Dreamcast Monthly hot seat to face our intense questioning. So let's go for the jugular first – what exactly did he think of the first two SWS games on Dreamcast?

"Both products have been considered a success internally within Silicon Dreams for varying reasons, but if I had to choose one I liked the most, it would be Euro Edition mainly due to the increase in game speed." Hmm. But what about this new edition? What's going to be new in that?

"It's probably easier to list what isn't new", he fires back, clearly warming to his task. "Since day one we knew that we needed to produce a product that wouldn't be regarded as a sequel, but as a market leader." Okay, but how are you going about doing that? "From the start the user is presented

WE'VE TAKEN THE STANCE TO INNOVATE RATHER THAN TRY TO COPY THE CURRENT BEST



there's only so many times you can type the full thing out, so it's strictly SWS 2001 from now on), seems just as keen to produce a cracking game, and hence he readily placed himself in the



A rare shot of an Arsenal player dribbling. They're usually surrounding the ref...

SEGA WORLDWIDE SOCCER 2001

HOW ABOUT ANOTHER ONE?

Call us Miss Marple (although thinking about it, we'd prefer it if you didn't), but with three football games on their CV for the Dreamcast, we suspect that a fourth may be in the offing. So will Steve Archer give us any hint of SWS 2002? Will he heck. "Currently the team is very focused on SWS 2001, and that is what is important to us at this moment in time. As we speak, new ideas are currently being implemented such as the new Arcade Mode scoring system. As for future, well, with Silicon Dreams employing over 100 full-time staff, we're never short of new ideas." And we look forward to seeing some of them on the Dreamcast, matey.



2001

SEGA WORLDWIDE SOCCER 2001

HHH

2001



with a brand-new 3D-Menu system that has been designed so that a match can be started with minimum effort. The user is able to connect to the SWS 2001 website that is hosted by Dreamarena and then upload/download data such as high scores and activate secrets within the game. For the first time, international women's teams are supported. Over 200,000 frames of high-resolution motion-



captured moves have been captured so that the best results from the new animation system can be obtained. Loading times have been optimised and the AI and logic system has been overhauled to give more flowing

SEGA WORLDWIDE SOCCER 2001

gameplay." For good measure, they've now gone and chucked in two styles of play as well, either arcade or traditional. The former takes its lead, unsurprisingly, from coin-op-style soccer games, whilst the traditional mode will be more the familiar mix of league and cup options we're used to.

Not just another one?

But still, despite the extra work that's gone in, we punters are a cynical lot, and can't help feeling that Silicon Dreams may be

following the EA Sports' example of releasing fairly similar games as little as six months apart. So is that what they're up to? We asked Steve. And he answered. "The project was initiated back in October last year, just as SWWS 2000 was in the final stages of development. My first task as Producer was to recruit almost a completely new team so that 2001 could be developed in parallel to Euro Edition. We've taken the stance to innovate rather than try to copy the current best because the best will always get better and I think

OVER 200,000 FRAMES OF HIGH-RESOLUTION MOTION-CAPTURED MOVES HAVE BEEN CAPTURED



TACKY QUOTE CORNER

Okay. All we asked Steve Archer was what other football games on the market he liked, failing to realise that the usual barrage of football clichés was hiding around the corner. Stupid us. "Having been in the software industry for 14 years, I've seen a fair few football games, so it would be very difficult for me to pick one out because the football genre is very competitive. I guess it's a little like the Premiership with a couple of teams at the top with the rest just happy for a mid-table position. Sega World Wide Soccer has been in transfer market of late and will be looking to be crowned champions by Christmas." See what we mean?



SWS 2001 allows for fluid passing into the box...

the quality of the final product will reflect this." Let's hope so. Steve was keen to cite the close relationship with the team at Sega that has helped them easily navigate various problems along the way.

He was also happy to talk about the work that goes into producing football games, which seems to be the primary thrust of Silicon Dreams (they're also responsible for the UEFA Champions League series on PlayStation and PC). "Our team of dedicated researchers has

been keeping a keen eye on all of this summer's transfer activity, and it goes without saying that all the leagues and kits have been updated for the

SOUNDS COMPLICATED TO US, BUT THAT'S WHY THEY'RE HIGHLY PAID PROGRAMMERS AND WE'RE POVERTY STRICKEN HACKS

coming season." And, of course, no modern football game is complete without the commentary, another area the team have been tweaking. "The commentary system is currently being worked on so that it can



think Alan Green could be the master stroke there, as anyone who listens to Radio 5 football will testify.

As for the look of the new game, we gave you a taster of it last issue, and as you can see from the shots dotted around these very pages, it's coming on a treat. "Graphically more detail has been put into the players, stadiums, pitches and shadows", Steve Archer explains. "A New skeleton system has been implemented that enables an increased number of bones per player, which allows the player to move, perform turns and bend more realistically. This, when



This looks like a Spot the Ball compo...



SEGA WORLDWIDE SOCCER 2001



We think the floodlights should be on here. Perhaps someone needs 50p for the meter...

A NEW SKELETON SYSTEM HAS BEEN IMPLEMENTED THAT ALLOWS THE PLAYER TO MOVE, PERFORM TURNS AND BEND MORE REALISTICALLY

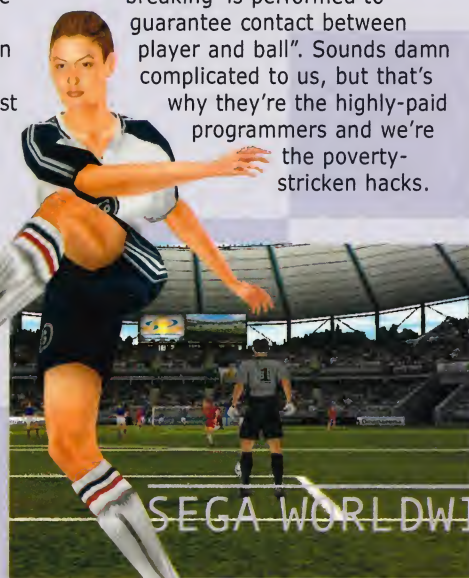
combined with facial expressions and animation, really does bring the players to life like never before." Expanding further on the animation side of thing, he reveals that, "the new animation system brings together motion-captured animation with the game code necessary to maximise the player's visual appearance and to ensure that the player feels as if they're in control of what they see on screen. The system is designed to reproduce the natural

changes of pace and ball control that a football player performs. To do this the animation code focuses on maintaining solidity of contact between player and pitch and seamless ball motion whilst it manages the transitions between the fixed number of animations we have. Smoothing is therefore done between an animation and its

successor by matching speed and position and if necessary 'cycle breaking' is performed to guarantee contact between player and ball". Sounds damn complicated to us, but that's why they're the highly-paid programmers and we're the poverty-stricken hacks.



Hey everybody! Look at my impression of a gibbon...



NOT LONG NOW

By the time you read this, the game will be into beta testing, and all should be on course for the final release before Christmas (December is tentatively pencilled in). Whilst it's refreshing that the new title seems to have been developed independently of the Euro 2000 edition, we're still going to need to play the final version before we become fully convinced that this is something notably different from the other two, but certainly, as we said, the signs are looking good. Expect the full review of the game in the next issue or two, and if you need some football with added comedy in the meantime, then Birmingham City's fantasy push for promotion is currently well underway...



worms world party



They're back, and they're having a party.
And it's not the first time we've had an
invitation from a Worm...

EXCLUSIVE





HOME ALONE?

If there has been a continuing criticism of the Worms franchise over the years, it's that the single player game has never held anywhere near the same appeal as multiplayer. And to be fair to Team 17, they've reacted to this criticism by planting forty single player missions and twenty extended training levels in Worms World Party. You'll also be able to play in a single player death match mode, featuring hyper-intelligent computer controlled opponents. Which means they're going to kick our arse. Hard.

they're turning...

It's over five years since the original Worms was released, originally arriving on the PC promising all sorts of quality multiplayer action. And what do you know, they seemed to have hit on something, with the game being rewarded with pleasing sales figures and many late night gaming sessions.

Since then we've had Worms Reinforcements, Worms 2, Worms United, Worms Pinball, Worms Armageddon and Worms Do Dallas, to name but a few. Okay, the last one is clearly a poor joke, no doubt a result of another humour bypass in

the middle of the night, but we think you get our drift. We've not been starved of Worms games over the past few years, and the Dreamcast too was treated



ONLINE GAMING... IS "THE ABSOLUTE MAIN REASON BEHIND THIS EDITION OF WORMS"

to a strong version of Worms Armageddon which certainly kept us entertained for more than just a couple of lunchtimes. So does the world really need more Worms? Apparently, it does.



The scenery has been totally overhauled

So introducing Worms World Party, the latest instalment in the ever-popular franchise that has fans all across the world. For those new to the game, the idea behind it is simple. You have a team of Worms,

so does the opposition. You then use a variety of normal to slightly more worrying weapons (exploding sheep, anyone?) to rid the world of their Worms before they rid the world of yours. It's a simple premise that's accommodated one of the most downright playable multiplayer games of the past five years. Perhaps Martyn Brown of Team 17 (the team behind the Worms games) sums it up best. "Can you quickly sum up the thinking behind Worms?", we politely asked him, feeling all intellectual and pleased with ourselves. "Bonkers!", he replies. "How quick was that?"



Worms World Party promises to boast some hilarious scenes...

PSSST!



Bit stuck? In need of some tips? Then you'll need to consult the in-game Wormopedia (and no, we didn't make that up), which contains special instructions on using every weapon, alongside some special tips from the very elite of wormers. It says here.

Time is against us sir, we need to deal with this quickly!



This conflict is escalating.



the new game

When Worms World Party was originally announced earlier in the year, one question immediately crossed our minds. As the basic concept of the Worms games is very simple, how can this stretch to yet another release and keep the game as playable? Martyn Brown was ready for us. "The core element of WWP was that Sega

were very interested in re-creating the online fun, so that was the aim from the start. Worms is one of the few great online games due to the way the game plays". That's good news as far as we're concerned, as we can't be the only ones fed up at the fact that all we could play online with our DCs has been Chu Chu Rocket.

It's clear from the offset then that the game is targeting the online audience, hence the name Worms World



THE GAME PROMISES TO BE TRULY GLOBAL, ALLOWING YOU TO TAKE ON PLAYERS ANYWHERE IN THE WORLD

Party. "The world party is the bringing together of DC players all around the world to play Worms. That's the focus", Brown explains. Online gaming, he says, is "the absolute main reason behind this edition as well as exploring better multiplayer options". Options you can expect to find in the game are a variety of co-operative and confrontational multiplayer missions, as well as new multiplayer game modes, and we'd be unsurprised to find the more traditional aspects of previous

releases underpinning it all.

Perhaps the thing that excites us most here though is the scope that the online gaming offers. The game promises to be truly global, allowing you to take on players anywhere in the world, and with very little, if any lag in the gameplay. Whilst you're indulging in this cross-planet battle, you'll also be able to have a natter to other gamers before and after each bout (a special map will even show you where in the world they're located). Sounds like a perfect opportunity for some major league



Packages can include excellent weapons...





Don't even think about abandoning ship - there's no escape from the carnage!

taunting if you ask us. Although obviously we'll be perfect ambassadors for our fair Isle. Ahem.

Don't panic if the idea of playing online doesn't particularly appeal to you though, as you will be able to simply huddle around your console in your living room. Unfortunately, if you happen to plant a shot directly onto your opponent's favourite

"as long as it's handled properly and we control how it goes forward. Lemmings suffered from a very early move into 3D when it absolutely wasn't prepared for it - as a result it more or less fell flat on its face - we're going to be very careful not to make the same mistake".

After a slow start, with Worms Armageddon to their credit, Team 17

YOU'LL ALSO BE ABLE TO HAVE A TALK TO OTHER GAMERS BEFORE AND AFTER EACH BOUT

Worm, they're more likely to smack you one for real if they happen to be in the same room. But hey, that's life.

the future

As for the Worms franchise itself though, doesn't it run a risk of following the pattern set by the once-great Lemmings, which was at first an excellent puzzle game that was simply done to death? Martyn Brown doesn't think so, explaining that Worms will continue to thrive

have slowly built up their Dreamcast support, with both Worms World Party and Stunt GP (previewed on page 34) likely to substantially increase their profile on the format. In terms of future Dreamcast support, they are currently working on a DC version of the quite good Worms Pinball, which is due to be published by Infogrames before the end of the year, but things are cloudier beyond that. Certainly, we don't think we've seen the last of

the Worms, although Team 17 aren't really discussing the future direction for the franchise, especially as they're still beaver away to get Worms World Party out before the end of the year. As Martyn Brown says when we quiz him on future plans, "I'm gonna enjoy the new football season and get Stunt GP wrapped up. The future past that, well, you'll have to wait and see...". And so we shall...



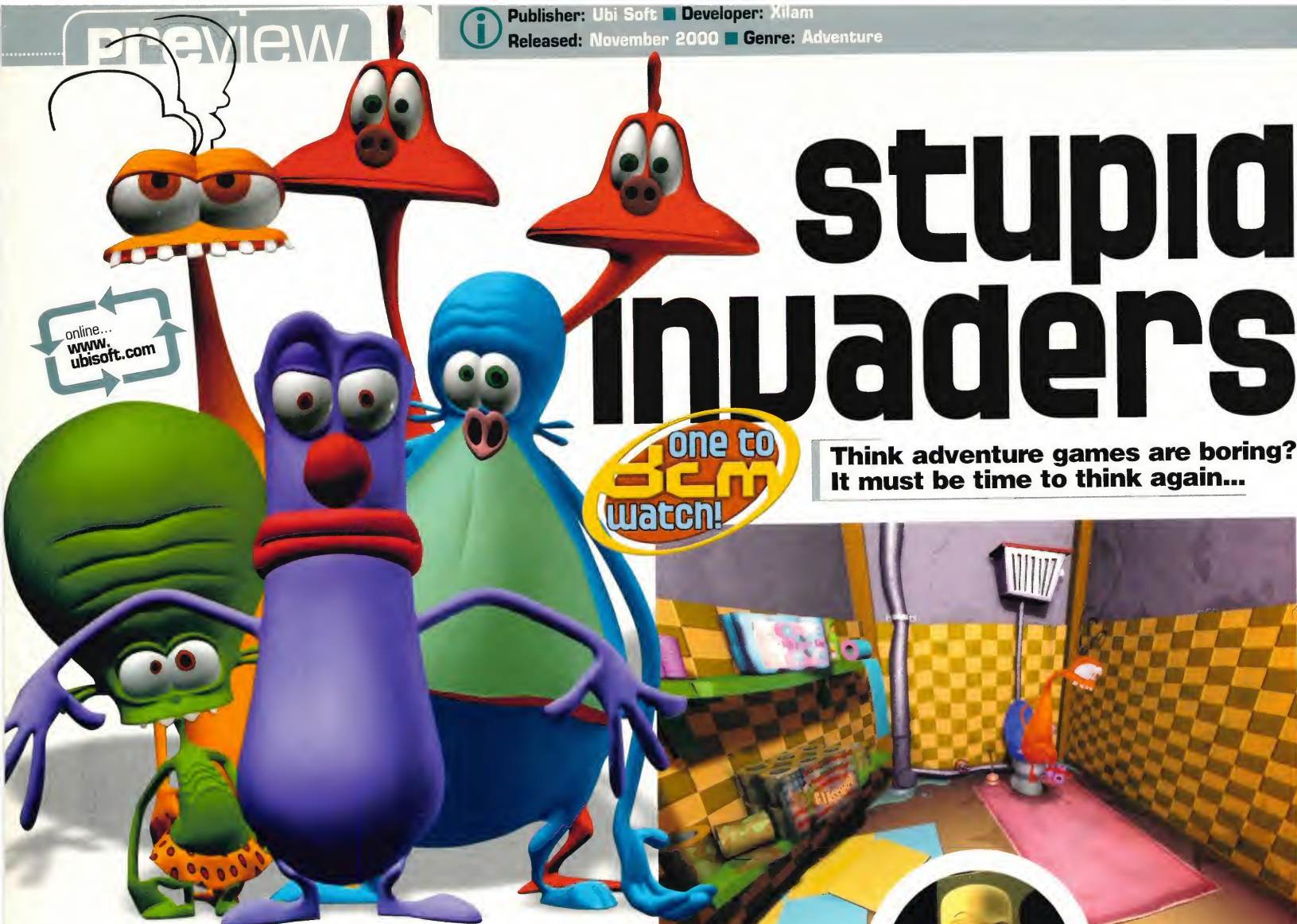
There will be numerous practice levels for single players to enjoy



PUBLISHING DUTIES

Team 17 recently signed a new publishing agreement with Titus/Virgin, leaving behind Hasbro Interactive who had published Team 17 titles such as Worms Armageddon and Addiction Pinball. So why the change? Martyn Brown told us... "Our previous publisher had little or no interest in publishing DC games. Virgin are one of the strongest Dreamcast publisher's in Europe and the fact we have a great relationship with the Virgin people made them an ideal choice to work with". So now you know.

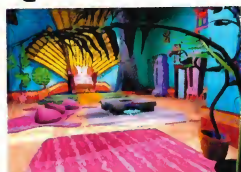




**Think adventure games are boring?
It must be time to think again...**



CARTOON QUALITIES



The graphics are exceedingly impressive as the universe is brought to life. Amazing camera angles and innovative use of CGI cut-sequences is eye catching. CGI sequences appear throughout but are seamless within the game, which is a real first. CGI's are usually the boring bits you want to skip, but certainly not in Stupid Invaders as it's so deviously woven into the core of the game.



Adventure games, they say, are old hat. Who wants to point and click when there are loads of really tasty action games around?

Anyway, they look awful and are no fun. Sure, but wait till you see Stupid Invaders, it's kind of like... Hmmm, now that's hard. Think of The Simpsons humour, chuck in a bit of South Park, a smidge of Ren and Stimpy and you're getting close (though there's a fair share of its own branch of humour too). Now add a fun cast (the Pepperami advert animated character is a good start for instance), mix it all up with LucasArtseque graphics, add some really clever animation and what have you got? Stupid Invaders,

that's what. Don't get us wrong, this is highly original and steals nothing directly from other games of the same ilk, but they're all playing in the same league. It's certainly a bit of a shock to the system when you sit and watch a game and

moment the first CGI sequence kicks off and you meet the characters for the first time...

Breaking the mould

Now how long has it been since you played an adventure game that has

120 locations and 50 interactive characters, stupid invaders is full of fun and mayhem

actually laugh at its crude and often lavatorial humour. It's no cheap shot to get your attention, and it's not there to make you overlook any game inadequacies. No, Stupid Invaders will have you totally transfixed from the

testing, teasing puzzles, and characters (five controllable in all) that you can empathise with? This may be coming out on the PC, but UBI Soft has ensured that Dreamcast owners are not going to be sold short. In fact, this is the perfect game for the Dreamcast; one of the first adventures on the machine with graphics that will have you drooling (the screenshots could never do it justice) and cushy, no frills, controls meaning you can get straight into the action from the word go.

Ahh, the story. Stupid Invaders is a 3D-adventure-based game, inspired by the animated TV series, 'Space Goofs'. To say the characters are weird is an understatement; they are completely



It's a tight squeeze, but no-one seems to mind...

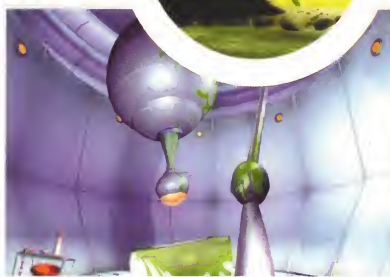




BIG NAMES=BIG GAMES?



Xilam is the French team coding the game and they certainly have the mindset for the UK audience. No surreal French offering here! In tow is Gaumont, a French production and design company best known for its work on Luc Besson's 'The Fifth Element' and 'The Professional' (working on the animated television series 'Space Goofs'), handling the art and sound design.



Stupid Invaders revolves around five aliens: Gorgeous, Candy, Stereo, Etno and Bud

MONSTER, MONSTER!

With over 100 locations, including a manure factory, a glacial steam bath and a dissection room to explore, expect the unexpected. The settings are large with lots of branches in the plot so there's always plenty of obscure stuff to do, see and interact with!



over the top and it's a guaranteed laugh a minute. You will sit with baited breath eagerly wanting to know what these characters were going to say or do, simply because they're all so outrageous. 'Five strange aliens, one tiny spaceship and a whole heap of dumb-ass trouble' is the kind of line

the puzzles are fun, enjoyable and best of all - they make sense!

that sums the game up perfectly.

After accidentally crash landing on Earth, Etno and his alien pals unwind from their latest calamity. With only a moment's break, the five hapless aliens find themselves on the run from an evil scientist, Dr. Sakarine, who collects aliens as a hobby. This evil professor and his hired henchman, Bolok, have plans for Etno and his friends, which includes a comprehensive study of alien physiology. However, the aliens will have to do their

best to find crazy solutions and escape the clutches, and scalpels, of the madman.

The game starts off with four of the cast being frozen by Bolok and so it is up to Etno to rescue them but, as you would expect, this is no easy task as Bolok is on his tail. The puzzles thrown at the player are fun, diabolically silly, but do make sense; not cryptic and so obscure you will be scratching your head wondering what to do next. For instance, you are stuck in a toilet but spot an open window. You will find some toilet paper (Giasswipe - not your soft rubbish!), but use the extra strong stuff, together with the toilet brush, to turn it into a makeshift rope and anchor to get out through the window.

Once the motley team has been rescued you will then have the chance to assume any of the group, and a fun time is had by all, as the saying goes. Now, not wanting to spoil your enjoyment by giving away too many of the puzzles, least to say with over 120 locations and 50 interactive characters Stupid Invaders is full of zany puzzles, mayhem and the best bit of all - humour. Stupid Invaders' other innovation is its movie like qualities with an ongoing theme throughout with references to old movies, comic strips and other adventure games. Needless to say we'll do a BIG preview on it very shortly indeed!



Toilet humour...



STUPID INVADERS



dark angel: vampire apocalypse



HOW YOU DOIN'?

The player begins *Dark Angel: Vampire Apocalypse* in control of Anna, helping her people defend the Citadel from the mutant attacks. Story elements of the game are presented in real-time in the form of talking in the background or Anna's thoughts echoing in the game. Freaky...



A game with vampires. This should be one to sink your teeth into (that sucks - Ed)...

Dark Angel is an intriguing role playing action game, with a strong gothic feel, that has been in the making for a good two years. It's hard work getting info from the publisher but Mark Jordan, Vice President of Metro3D, was eager to give us some sound bites to keep us happy.

Dark Angel: Vampire Apocalypse is set in a world of outrage and horror. You control Anna; a young woman who must search for the cure to a mysterious disease that is slowly

transforming her people into hideous and violent mutants. Her quest reveals a secret war between Vampire Lords, who seek to maintain their dominion over humanity, and the Masters of Science, that will fight the Vampire Lords no matter what the cost. As the player guides Anna deeper into this world of dark mysteries, she encounters a menagerie of bizarre creatures. The player uses Anna's fighting skills, spirit, and intellect to defeat the monsters of the world. Players build Anna's skills and store her abilities and unique items on the VMU. All the levels in *Dark*

Angel: Vampire Apocalypse are replayable modules that the



every scene is alive with light and shadows and combat sparkles with alpha effects

player can visit over and over again to build up Anna's strength. The inhabitants of the modules remember Anna's past deeds and will join her as AI allies to fight by her side if she has been virtuous in past visits. *Dark Angel* is billed as quite a high-tech game as Jordan commented, "*Dark Angel: Vampire Apocalypse* takes full



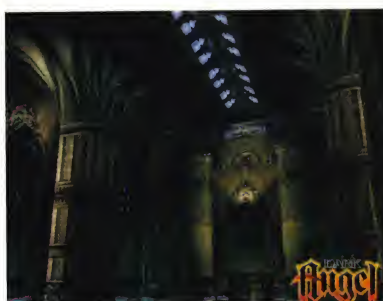
Anna might be a pretty lass, but she's not afraid to get her hands dirty...



advantage of the Sega Dreamcast's 3D-acceleration hardware. Every scene is alive with light and shadows, and combat sparkles with alpha effects. *Dark Angel* never slows down - the engine runs in continuous real-time mode and never swaps to turn-based combat."

Brainy baddies

It showcases the Sega Dreamcast's hardware by assaulting the player with hordes of complex and intelligent monsters. Not only are the monsters exciting and a beauty to behold, but they behave in unexpected ways. Demonic Imps will cower in fear when attacked, but may try to stab Anna in the back if she turns away. Some creatures will fall to their knees and beg for mercy if cornered, while others will call for other monsters to help them fight. Groups of monsters show organization and intelligent tactical decision-making abilities. This makes the player feel like they are fighting truly dangerous and thinking creatures. Though it's currently slated in for an October release, we strongly suspect it might slip a little - we'll keep you updated...



heavy metal F.A.K.K.2



Head banging, pant ripping, gut busting, fist throbbing, 3D action!



Publisher: Take 2 ■ **Developer:** Ritual Entertainment
Released: TBA ■ **Genre:** 3D Action

For the last year this has been pencilled in as a Dreamcast release and we sincerely hope that Take2Games will not

erase this no nonsense, no holds barred, 3D-stunner from the scheduled release list. Now call me stupid, (hey watch it), but from the background info, it appears the game is based on the ethos of a book and film about a world full of mayhem and a lady that has taken over the name of that world.

Truth is, forget all the waffle and take a butchers at the babe in the thong (oh, and the superb looking graphics and settings of course). Coming from the developers that make up the super group US developer Gathering of Developers (GOD), this is a real corker. Utilising a 3D engine that makes all the rest look limp, it encompasses a combat system that is truly remarkable, offering simultaneous defensive and offensive capability, multiple target combat and fighting game style combination attacks. There's also a clever device called the Babble Dialog System that ensures a fully contextually based dialog system that eliminates repeats and random invariance within in-game dialogue, as well as full lip- syncing to boot. Now we can go on and on about the remarkable technology but the game also, on early viewing, mirrors the impressive specs.



FAKK knew her garden needed some attention...

**take a butchers
at the babe in
the thong!**

Are you prepared?

Prepare yourself for the most intense 3D action game for the new millennium. Heavy Metal F.A.K.K.2 has an immersive story line and stunning special FX. Ritual Entertainment who released this on PC were hell-bent on delivering the most stunning 3D-action game of the year. Their mission was to 'Imagine everything you know or think you know about what a 3D game

experience is all about and wipe it from your mind, then you'll be ready for the incredible environments that span as far as the eye can see'. A world that is populated by friends and foes, all of whom may or may not have your best interest at heart, and action like you've never seen. In Heavy Metal you take on the role of F.A.K.K.2, a legendary hero of the multi-verse. Take her on a journey of unimaginable proportions where death and danger lie in the most unsuspecting corners of a world you have to see to believe. We just can't wait!





Mirror, signal... Oh bugger!

super runabout: san francisco edition



Given the choice we'd rather run amok in a tank...

No, not a game about a local newspaper, although the title does need some explaining...

Runabout, the original PlayStation title has had a number of name changes on its travels to the UK. This is billed as the sequel, although all DC owners will know we never saw the first offering. At first glance, the game may seem similar to Crazy Taxi, but there are a world of differences between the two. Just like that classic, Super Runabout asks that you drive a car around a vibrant city environment, which comes complete with moving traffic. While Crazy Taxi's default arcade environment was meant to vaguely



that you do more than transport passengers non-stop between destinations. In one mission, your task is to collect a series of bombs, while another finds you chasing after other cars. There will be 16 missions in total, though they're careful not to take themselves too seriously. The game is actually split into two scenarios, one in which you play as a group of citizens and another in which you play as the police. In the first citizen mission, you need to collect the aforementioned bombs

LIFE ON THE STREETS

Players are expected to play through numerous scenarios and missions on the same map, though sometimes these scenarios cross over others. Depending on the scenario, the main character, the supporting cast, and the setting will vary to stop the game from becoming repetitive.



strewn about the city - a typical day in the life we assume. The next mission, has you collecting hot dog ingredients in order to make snacks for a VIP. Why he can't get it himself isn't made clear! However, if you play as the police, your mission is to get the ketchup and mustard - get your priorities right, and let the criminals get on with it.

IF you play as the police, your mission is to get the ketchup and mustard

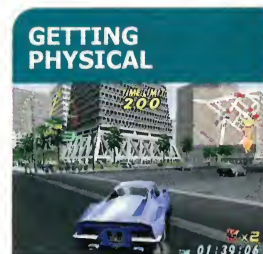
resemble San Francisco, Climax make no mistake about it here, this city is San Francisco. The largest difference between the two games is your objective when driving through the city. Super Runabout's missions ask



Whoever said pigs can't fly?

tinkered with. Some of the cars will have to be unlocked by playing through the missions and obtaining emblems, which will also unlock concealed routes through the city, eliminate road obstructions as well as offer VMU mini games. All of this should hopefully go a long way towards keeping the options starved gaming public well fed. Whatever mode of transport you choose, and some are better suited for certain missions, you'll be able to select your own route through the city. Each one of these vehicles moves at different speeds and handles in a unique manner; some, like the tank, carry weapons that can be used during the game.

Super Runabout: San Francisco Edition may well be looked on as another Crazy Taxi, but it appears to be far more than that...



The way the physics model is set up, taking fast turns becomes an impossible task. Compared to Sega's arcade racing games, where hairpins are taken at excessive speeds, there won't be any U-turns at 100 miles per hour here, only huge crashes and spills worthy of another Die Hard sequel!



GOOFING OFF?

If the missions seem to be on the light-hearted side, the game environment also lends itself to some amusing incidents. As in Crazy Taxi, pedestrians will run out of your way when you approach them. In Super Runabout, the city is quite interactive. Break boxes apart and

cause major damage to vehicles much bigger than yours; ramps can be leapt off; barriers can be smashed through; crash into anything on the road, resulting in broken glass spraying the immediate surroundings. It's not all just goofball antics, though. One of the cooler missions (it's actually the first police mission) asks that you block off an out-of-control cable car by using your squad car as a barricade. Of course, you'll find yourself getting pushed out of the way in a most violent manner making actually stopping the cable car under the time limit a difficult task.

The plan is to have thirty different vehicles in the final game, including pickups, patrol cars, buses, sedans and scooters and all can have their breaks and suspension



The amount of damage you can inflict is enough to make your mind boggle.

you'll have thirty different vehicles, including pickups, patrol cars, buses, sedans and scooters

stunt gp



Give Simon a racing game and usually he performs all manner of stunts by accident. Fortunately, here's one where that's what you're supposed to do...



WHY SO LONG?



We couldn't resist. With the game already well past its original planned release date, we were curious as to what was taking so much time. So we asked them. "It's just taken us a while to finish it", they said. "Good games take a lot of time. There's no other rational explanation. Believe me, we'd have preferred to have had it finished a year back!". So that told us then. Yikes.



burning rubber



Way back in the early days of the Dreamcast, when all we had for supper were the likes of Sonic Adventure and Sega Rally 2, we suddenly saw a spark in the distance. Bear with us, we know it's a bad introduction. That spark? An upcoming game from Team 17, barely months away, that promised to merge the age old racing game with a shedload of stunts. And it looked cool. And a year later, we're still waiting for it. Still, that may not be a bad

thing. The game is Stunt GP (the huge headline at the top of the opposite page probably gave it away though), and it's evolved nicely since we first saw it back at

THE CALIBRE OF THE TEAM BEHIND IT GIVES US THAT NERVOUS, TWITCHY EXCITEMENT THAT WE KIND OF LIKE

ECTS in 1999. And certainly, the extra development time should equal a better, more satisfying all round game. It might not, but we're eternal optimists, and the



So that's why it's called 'Stunt GP'...



calibre of the team behind it certainly gives us that nervous, twitchy excitement that we kind of like. Ahem.

meeting martyn

Composing ourselves then, our attentions turn to Team 17's Martyn Brown, who was kind

enough to help shed some light on this whole Stunt GP thing. And for starters, we asked him just what on earth it was. "Stunt GP is a wild, adrenaline fuelled arcade-

ROLL ON THE SEQUEL?

With the first game nearing completion, our vacuous minds naturally wondered to the possibility of seeing further instalments of Stunt GP in the near future. As it stands, Team 17 have plenty of plans for the future, and for the engine lying underneath the game, but are more than happy to sit and await the response to round one before committing to another version. So don't forget to keep checking our news pages to find out what Team 17 will be up to next, and check out the Worms World Party preview on page 24...



AND THEY LIKE...

We're always curious as to what other Dreamcast titles programming teams are immersing themselves in, and are happy to report that Team 17 share our impeccable taste. "There are a number of really cool games for DC", Martyn Brown correctly asserts, before going on to tell us that they've been playing Virtua Tennis, are fans of the look of Soul Calibur and for the sheer presentation, they've even got a soft spot for NBA 2K. And who can blame them?



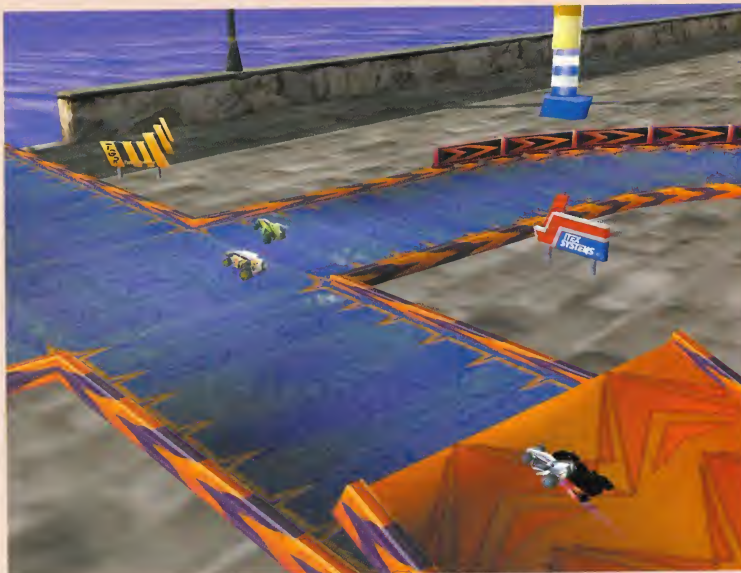
style racer that features our very own unique brand of mini-RC racers", he enthused. "The aim is pure racing action mixed with outrageous stunts on wild circuits. We've created our own 'SGP' brand and mixed real-world physics with out-of-this-world action".

So far so good then. But isn't

such a marriage of genres just asking for trouble? How tricky is it to get the balance right. "As with any game, it's tremendously difficult to get the 'feel' right. It's something that evolves and is honed over a period of time. Fortunately we've had prototypes going for some time and it's balanced itself out".

Statistics

That's the nutshell of the game pretty much covered then, so in true in-depth Dreamcast Monthly style, we now concern ourselves with the nitty-gritty. In short, we want numbers. Fortunately, Martyn's up for it. "There are 25 tracks and 20 vehicles", he says. Perhaps pre-



empting our next interrogative strike, he continues. "There is a fair old mix of track styles, but what you can expect are real-looking tracks, not 'managed tubes' which most racing games are. This time, you'll see the circuit from all angles, go back on yourself, see all the other action. There are also ramps, crossovers and huge jumps".

Certainly, the visuals of the game that we've seen so far, some of which

we've lovingly laid out on these very pages for you, live up to the high standards Team 17 seem to be setting themselves. It's a good thing too. Whilst we're 100% subscribers to the fact that gameplay is number one priority, when the PlayStation 2 and Dreamcast sit side by side in the Dixons shop window, Sega's baby needs to show off its graphical prowess in order to compete. Fortunately this, combined with the

THE KEY CHALLENGE FACING THEM IS SUCCESSFULLY MARRYING THE STUNT ELEMENT TO THE RACING ACTION

likes of the upcoming MS-R and Sega GT seem more than up to the job.

So back to the gameplay then. When we first heard about Stunt GP, our excitement was tinged with our usual suspicion that the blending of racing and stunts is likely to result in



Spend time in the air for extra bonuses



the latter being merely for a side attraction. We've good news on that front too, as it appears to be far from the case. As Martyn explained, "the stunt element is there not only for show, it gives you energy so it pays to perform them. Some elements of the game are purely

STUNT GP IS A WILD, ADRENALINE FUELLED ARCADE-STYLE RACER

stunt related and it's a fine balance. You can just race ahead, but ultimately it's beneficial to do it in style!". Couldn't agree more.

Why buy it?

It's widely recognised in the industry that the line up for the Dreamcast over the next six months or so is exceptionally strong, and the aforementioned

Sega GT and MS-R will be joined by a new Grand Prix game from Konami, F355 Challenge and more on the shop shelves. So what exactly makes Stunt GP so different from the competition? "We set out initially to make it look and feel very different to the usual pseudo-

realistic racer", explained Martyn. "I think we've achieved that with a style that's not been seen before. The tracks are complex and fully 3D, they aren't managed around the technology. As for the guts of the physics and dynamics, it's very advanced so it plays and

WHO'S DONE WHAT?



Martyn Brown • Head of Development

The core team on Stunt GP consist of Pete Opdam (who has previously worked on multi format versions of the ever popular Worms), Karl Morton (again, a veteran of Worms 2 and Worms Armageddon, Danny Burke (who has the likes of Body Blows, ATR and Forsaken on his CV) and Martyn Brown, who has overseen over thirty games as producer at Team 17. And that's just a few of them.

feels great - reacts properly - it isn't 'on rails' so to speak".

As you'd expect, the game offers multiplayer action ("the usual split-screen stuff, really", they explain), and Team 17 are happy to let the product stand on its merits. When we offer our usual opportunity to boast about any cool bits they're particularly dying to show off, Martyn simply comments that "I don't think it's a game that relies on any cute features, it's the whole bag that's fun. We're hoping people will love how it handles. It's very responsive".



RC's maybe, but the physics still rock!

And with that, we leave Team 17 to get on with finishing the thing. It's due out early next year, and from what we've seen it promises to be one of the early highlights of 2001. Clearly the key challenge facing them is successfully marrying the stunt element to the racing action and being left with a quality game at the end of it, but if, as we suspect, they can pull that off, then we could be looking at something very special indeed. Suddenly that post-Christmas lull doesn't look too bad after all.



There are tons of upgrades available - we love 'em...



IHRA drag racing



KEEP ON TRACKING

IHRA Drag Racing features nine IHRA-sanctioned tracks, a wide variety of cars and two types of sprint racing. The tracks include Darlington International Dragway (South Carolina), Rockingham Dragway (North Carolina), Cordova Dragway Park (Illinois), New York International Raceway Park, Mid-Michigan Motorplex, Norwalk Raceway Park (Ohio), New England Dragway (New Hampshire), Maryland International Raceway and Red River Raceway (Louisiana).



Is drag racing only for queens, or is it a man's sport?



Now here is a novel game. One wonders, why haven't we seen more games based on this sport, drag racing, hot rod, call it what you like? Put simply, it's a short-distance, high-speed, first-to-the-line racing challenge. Although graphically this may not overly impress, there is certainly enough going for it for us to give it the once-over! Players enjoy fully-detailed weather conditions, and

the problems encountered include driving on wet and windy tracks, as well as day and night driving.

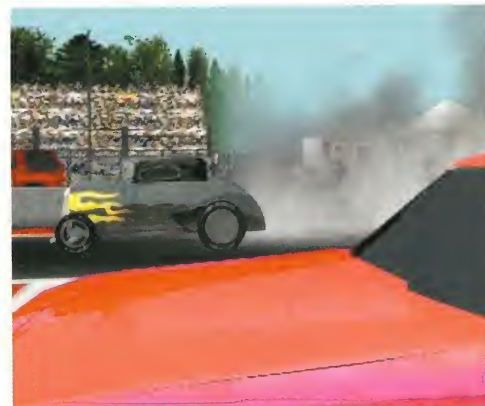
You can choose from 50 vehicles, including classics and late models, and IHRA Drag Racing will feature the top five cars and drivers from IHRA classifications (we don't know or care what this acronym stands for), including Top Fuel, Pro Mod, Pro Stock and Alcohol Funny Car. There are more than 70 vehicle

It's a short-distance, high-speed, first-to-the-line, racing challenge



Drag racing isn't commonly considered game material, but we'll see...

components that can be customised on your car, including suspension, transmission, tyres, aerodynamics and electronics. IHRA Drag Racing boasts full simulation of engine dynamics, including fuel, cams,



THE HARDWARE

The game also features 50 cars, from classics to present-day vehicles, as well as the top five cars and drivers from IHRA's drag racing classifications, including Top Fuel, Pro Mod, Pro Stock, and Alcohol Funny Car. The cars and drivers compete in 1/4- and 1/8-mile heats during both day and night.



blowers and nitrous injection. Plus, there's even a fully-featured paint shop to allow players to customise their cars even further.

We are well informed that IHRA Drag Racing has been painstakingly researched to give unsurpassed realism, and with its TV-style presentation and tons of cars, this is more than a game with gimmick tracks, for there's some serious racing on hand. Loads of views are on offer, none better than sitting in your car, and there's some spectacular crashes too. Tweaking your hot rod to perfection with a host of options and endless set-up screens looks real cool, and the commentary, although over the top and typically American, adds some razzmatazz to spice things up. The bottom line is this is different and could come as a welcome respite to your standard racer; but then again it may fail to impress. The company has a proven record with speed games, so let's hope they pull off a DC winner.



pba tour bowling 2001

This is the official computer game of the Professional Bowlers Association (that's the PBA to the real pros) and is thus meant to be a realistic interpretation of the quintessential American sport brought from America in the 50's. It's actually a sport that continues to be immensely popular across the 'pond' and still has its devotees here too. For those unfamiliar with bowling (come on, everyone's given bowling a go!), the idea is to knock down all ten pins, in two rolls of the ball - although one is better (duh). Points are awarded accordingly, and the one with most points after ten rounds is declared the winner. Right that's it; lesson over...

'PBA Tour Bowling 2001' utilises full motion skeletal models for player animations to give an authentic look throughout. Not only are the players animated for realism, but you'll have

Can you believe the Americans once wanted this as an Olympic sport?

Publisher: Bethesda **Developer:** Bethesda
Released: November 2000 **Genre:** Sport Sim

complete control over the amount of spin and power your bowler of choice uses. Much of this depends on the weight of the ball you've picked, though PBA Bowling will allow you to totally customise this aspect: a heavy ball may

supposed to wear). PBA Tour Bowling 2001 features three modes of play; practice, individual game or bowling season. In many sports games, practice is usually something most people that miss don't bother with. Here it is

pba tour bowling 2001 will feature three modes of play; practice, individual game or bowling season

go down the lane faster and cause more damage to the pins, but it will also be harder to control. No control could mean watching your ball hurtle along the run-off channels at the side resulting in a big fat zero on the scoreboard - d'oh! Also in the bit marked 'customisation' is the ability to alter the colour of both your ball and your player's attire (including those bloody awful slipper things you're

essential, for practice quite literally, makes perfect. Knocking down 10 wooden sticks by throwing a heavy ball down a wax covered runway may seem stupid to some, but we love bowling here. Whether it works as a Dreamcast game or not is of course another matter, but there's only one way to find out...

ULTRA REALISTIC

PBA Tour Bowling 2001 is apparently so realistic, even the wax on the lane degrades as your match continues. Camera fly-by's and the option to play against real-life professional bowlers are also to be included in the finished article...



The graphics engine is still undergoing changes. Promising start though...



chicken run

LOSING THEIR VOICES



"Here is a game that has global humour and works as well in Germany as it does in the USA, which is pretty unique. The in game voices will not all be from the film although some of the actors' voices, the Rats, Babs and Mac for example, remain the same. "It was a case of the actors being unavailable at the time and not because they were too expensive!", said Philip Oliver.



Don't count your chickens until they're safe in their coups...

For those of you unaware of the hit animated film, it follows the plight of a number of chickens penned in a farm in the rural county of Yorkshire. The owners of the farm, Mr and Mrs Tweedy have decided that egg production is no longer profitable and something must be done about it. Mrs. Tweedy decides to automate the farm and make chicken pies instead of merely producing chicken eggs; not the fate any chicken would look forward to. The film follows the various inventive, comical and diverse ways the

chickens explore to escape their dispicable fate. Lucky for them, the film's protagonist, Rocky Rooster, appears from no-where giving hope to the motley crew, currently convinced their fate is sealed...

Philip Oliver, Joint MD of Blitz

the coup at night as you would in the film. The way the game plays is a combination of Metal Gear Solid's thinking, stealth and action style

Variety is essential as we want there to be something for everyone

Games takes over: "What we are endeavouring to do is follow the plot of the film as closely as we can in the game. At the beginning you play Ginger, stealthily sneaking around

coupled with elements of RPG, and collecting objects that will enable you to get further into the game."

What eggsactly, is the crack?

The team's fix on the game was slightly amiss from an RPG. In effect, this is a fun creation with lots of humour, exploration and using objects alongside a myriad of easy but clever mini game ideas. Although they're relatively simple, together they actually form a great looking game, when complimented with an endearing cast and environments. Oliver continued: "Because we are focusing on the game mass market, we are trying to add as many different gameplay styles as possible. Variety is essential, as we want there

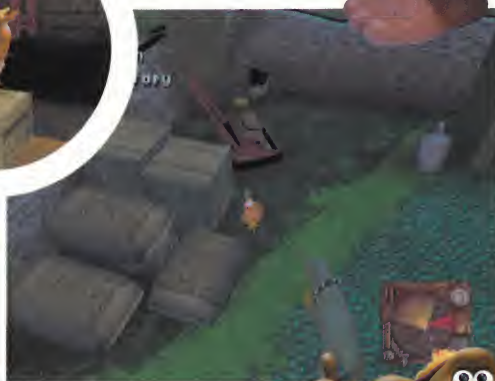


There are plenty of crazy escape plans to experiment with.



AARDMAN

Blitz has acquired the interactive rights to the film and has a close relationship with Aardman, even to the point that screen shots have to be approved by them. Aardman themselves have taken a great interest in the game as well as input which the development team has enjoyed. In terms of animations, Aardman has given Blitz some pointers and tips that have been taken onboard. Supplied with all the sketches and visuals from the film, the team has tried to create the same sets that appeared on the screen and Aardman have again helped, adding comments if they spotted anything missing.



Guide Ginger around the farm...



to be something that everyone will latch on to. Loads of sub games are on offer based around the escape attempts: Hurling chickens over the fence using a see saw; catapulting them into the lake on to floating objects; firing them off fireworks. In fact, there are so many it will take the player ages to get to grips with whilst also adding great play in terms of longevity. There are some splendid boss -



event - chases on offer. Each one of the bosses is being chased through an area of interest. The chickens decide in one of these chases to dress up a chicken as Mrs Tweedy using her nightdress and stilts. Trouble comes to a head when the dogs spot her and it's panic time - it's all very amusing." Another boss scene is when Ginger gets grabbed to be the first test subject for the pie machine. Rocky, the American Rooster, has to go in

to save her. "If you've seen the film then this will be familiar; if not, then it will be just as enjoyable, and things are explained as the plot progresses in line with the film."

Here chicky, chicky

Chicken Run has been split into three acts covering one night and two days within the farm. With some clever use of lighting and subtle change of graphics, it's hard to tire of your surroundings. A few of the mini games include one in a 'Papa the Rappa' style which sees you banging, hammering, and sawing whilst Mr Tweedy is fixing the pie machine. You have to match the noises he makes, trying to synchronise sounds rather like the film The Great Escape, a strong influence on Chicken Run. One real hoot of a plot is where the chickens have stolen a tractor engine and you have to keep it





FIRST AID



"We have been given all the material you could imagine, from scripts to the film, to us even taking trips to their studio in Bristol. We have had the creative freedom required and the kind of support we never expected. They have trusted us to get on with the game, which is a big bonus. Every step of the way they have been on hand to give advice", Philip Oliver.



Steering clear of the dogs is the least of your worries - the Tweedys' gonna make chicken pies!



oiled with a chicken frantically pedalling away. The player controls a number of the stars of the film for these sub-games, including Ginger and Rocky, who talk with each other and interact with other animals on the farm. Talking to the farms' rats is a must. Nick and

Fetch live up to their names stealing and fetching items you may need from parts of the farm out of your reach, such as the Tweedys' house. As long as

the game as we've tried to create a new game which is full of different ideas. There are crash style chase sequences, 3D stealth, sub games, but it has been billed as action adventure. We are trying to create an Aardman experience, because the name and characters mean something to a lot of people. There is a certain level of quality in both the visuals and humour not only in the slapstick which the kids go for, but lots of 'in jokes' in the background that an older person will understand. Aardman always

Variety is essential as we want there to be something for everyone

you pay the rats in eggs, they will do anything you want them to.

It's hard to place the game in any real category although puzzles and fast action are the essence. Philip Oliver suggests that: "It's tough to fit a label on

go for lots of detail, sometimes unnoticed especially in the background, and seeing as we are talking about plastecine characters, it's remarkable and this is one of the reasons why they have accrued quite a cult following."



Let's hope the game can live up to the standard set by the film...





speed devils online

Publisher: Ubi Soft **Developer:** Ubi Soft
Released: November 2000 **Genre:** Racing



AND THERE'S MORE

It's great to see such a top game getting a real overhaul for the advent of online gaming. In fact, there's so much to talk about, there's no way we could even scratch the surface on this page. We'll go further in depth as soon as we can, but for now just check out some of the other goodies you can expect...

- 'Page' friends and rivals through Speed Devils Online's intuitive message service.
- Online world rankings tables including statistics on every driver.
- 22 cars spanning 4 classes. 11 of these will be improved versions of the original SDs cars.
- 7 car upgrade categories available within all four driver classes.
- Improved car models, behaviour and collision detection.

Online road rage is surely only months away...

Just picture the scene. It's just turned midnight and you fancy a raz on Speed Devils (reviewed issue 2, 9/10), but you've completed it so many times you just face another single player challenge. Wouldn't it be great if you could host your very own online, multiplayer challenge within the Dreamcast online community? You could select which course you want to race (choosing weather conditions and day, dusk or night racing), select

what bets you'll be taking with other participants and use different car classes, performance trials (busting speed radar's, highest speed, damage etc.) and even chat online with your challengers to make sure they're familiar with the rules. Ah, wouldn't that be amazing - just imagine it! We'd sell our grannies here at dcm for a game just like that...

The rules are, there are no rules! Yee-har!

Oh, hang on a minute. Blimey! We've just learnt that you will be able to do that, and more, by the time Christmas comes around courtesy of Ubi Soft's re-release of their top selling racer! Fancy that.

'page' friends through speed devils online's intuitive message service



Chances are, you'll be jumping off that soon!



Expect to see plenty more courses, loads more cars and mods to play with, as well as more challenge variables than you could shake a rather large stick at. We'll bring you much more on Speed Devils Online once we've talked Ubi Soft into spilling all the beans. Until then though, just hold this thought; road rage in the comfort of your own home. Need we say more?





"Don't even think about it punk!"



animal soccer

DISTINCTIVE DEVELOPMENTS



"Obviously we can't put all our eggs in one basket, but the Dreamcast is of prime importance because we truly like the machine. Although we're currently developing solely with the DC in mind, we wouldn't rule out other formats in the future. The Dreamcast will hopefully have a bright future."



Captions on a postcard...

Animals playing football? Nothing new there then...



Animal Soccer is a strange concoction of gaming ideas, but the central theme is good old fashioned football.

Adhering only loosely to the rules of this fine game, a lot of artistic licence has been used to give it quite an interesting twist. The pitch is slightly



attributes include, intelligence, power, speed, temperament and stamina

unconventional. For starters, it's possible to run behind the goal as in ice hockey or indoor soccer, and the ball very rarely goes out of play, making the game fast and fluid. To make it more interesting, the team has created the 'super goal', whereby the player can score two goals with one shot! There are still the traditional football elements, such as penalties,

cautions, free kicks, passing and dribbling, but this is a long way from Sega's WorldWide Soccer.

The basics of football come across well in this unique adaptation, as the development team argued. "We've taken the formula of football and enhanced it with extra features. One example is that all the players in Animal Soccer have a special shot. For

example, the elephant can suck the ball up through his trunk and power it back out as a super shot. These 'specials' work brilliantly, and the same applies to the various pick-ups that can be found. You'd never get away with Speedy Boots in your average footy game, and that's what makes this different."

With animals as players, you can imagine the variation in movements; if you're controlling a baboon it will be slow but powerful. Not only that, but there will be varying abilities within



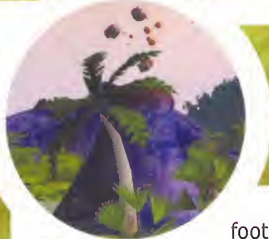
Finally, an original footy game!



species too. You may get a speedy tiger that lacks skill, or alternatively a skilful tiger that lacks speed. Nevertheless, each species has its own unique ability; horses are better in the air than elephants, for example. Without going into boring detail, there will be 27 different species in the game with varying abilities. Attributes include skill, intelligence, power, speed, temperament, and stamina.

Jungle United

The game starts off deep within the jungle, home of the ASF (Animal Soccer Federation). Your squad has won the Animal World Cup three times in a row; they're the greatest animal football squad ever seen, and



football matches in order to rescue them. Win a match and you're rewarded with tokens which let you to travel to other football regions, not only to rescue a player, but also take part in another challenge match. The Adventure Mode is completed when all kidnapped players have been released, making a knockout Animal World Cup option available.

There are various playing conditions, including wet, dry and slippery, where the playing surface responds differently depending on which region you're playing in. Other hazards include quicksand, flooding, sticky mud patches, dips and bumps. These also have an effect on how you play; on a bumpy pitch it's advisable to keep the ball in the air to avoid unexpected deflections.

Animal Football is all action, and the only management decisions to be made are choosing your team and its

arcade elements come in the form of the temporary advantages gained by collecting pick-ups.

Animal Football is a fast-moving, action-packed game that offers a serious arcade challenge, but is also full of graphical touches to view and enjoy. As the team summed up, "we're aiming at both football fans and arcade console users. The animals in themselves appeal to the younger players due to their humorous animations, whilst the older users just love the arcade fast pace of the game!"



FANCY PANTS

Fancy touches? Loads! The goalpost is a nice resting-place for butterflies, who flutter off when a goal is scored. Rabbits casually chew the grass, and flocks of birds peck at the ground until the ball goes near them! Various ball effects, such as blurring, also look great, plus there's lens flare, rain, snow and floodlit matches. Trees sway, volcanoes erupt periodically and waterfalls cascade down.



“distinctive developments has taken the basic formula of football and enhanced it with extra features”

are no doubt followed by glory-hunting 'fans' who live nowhere near the jungle, Manchester United-style. However, disaster strikes when they're kidnapped by the President of the ASF, who's tired of the Jungle team's success (wish someone would do that with Manchester United). Each star player is held in a different part of the world, and you must take on seven different world regions in a series of



formation. All decisions on when to pass, shoot, cross, or tackle are down to the player. Although you can foul an opponent, there isn't any fighting on the playing field. "We want the matches to flow as much as possible without too many distractions", added

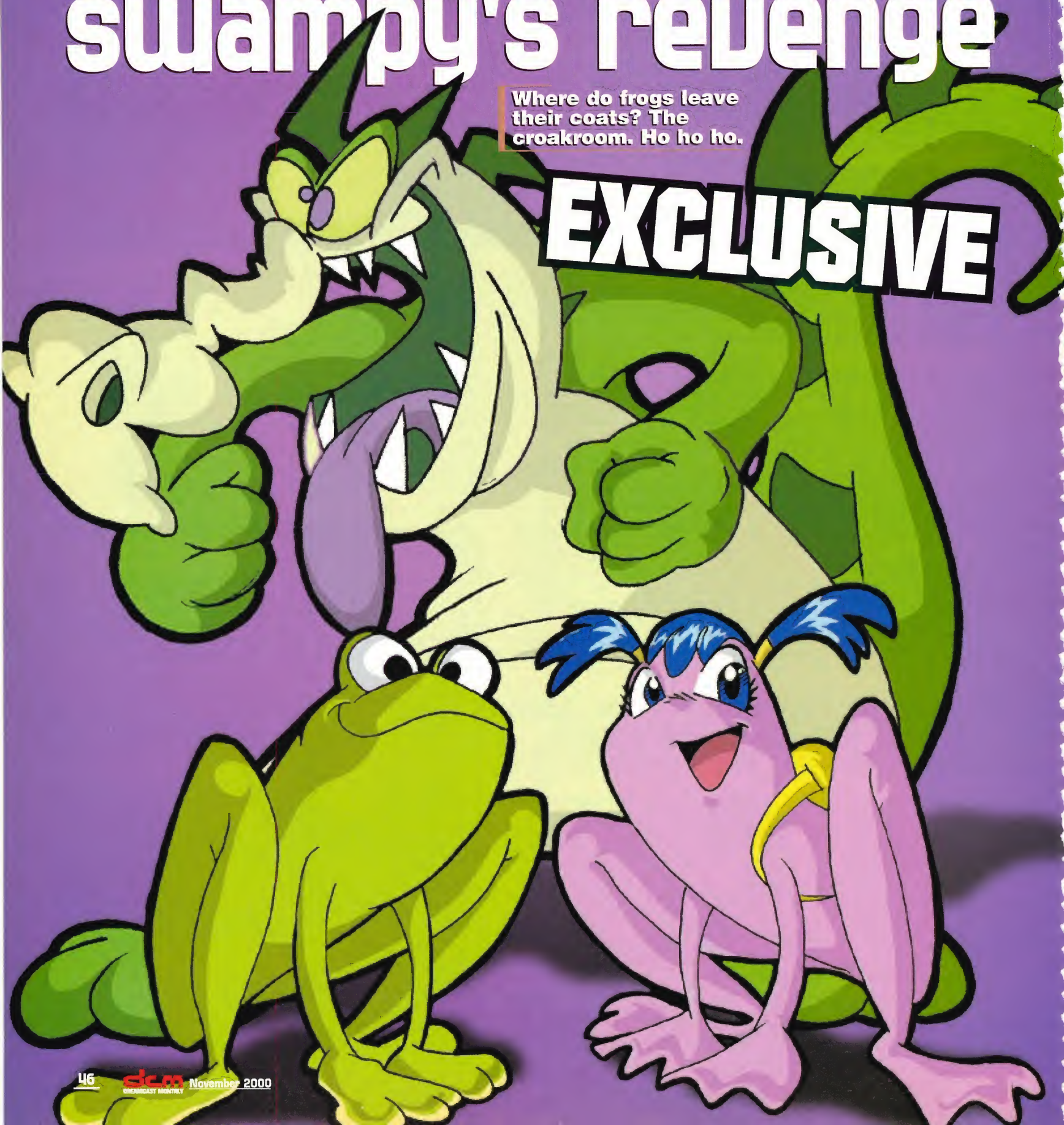
the team. The sub-games featured in the Adventure Mode provide the opportunity for the player to mix it up a bit more. Other

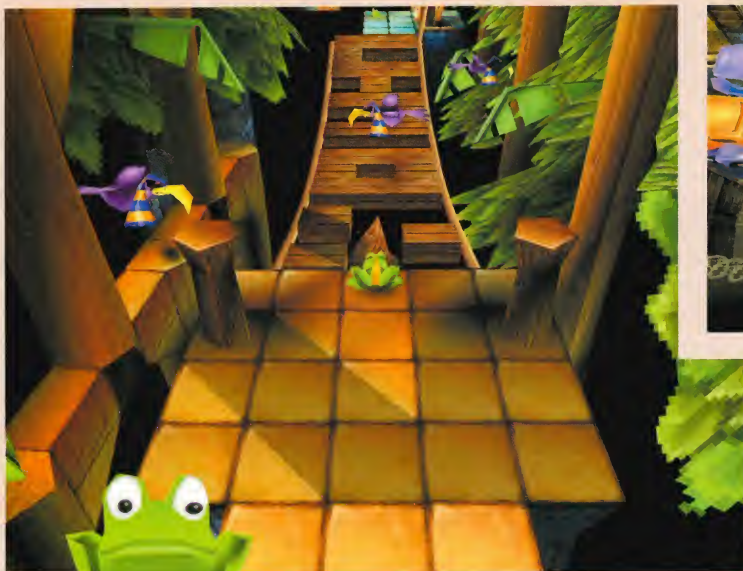
frogger 2: swampy's revenge



Where do frogs leave
their coats? The
croakroom. Ho ho ho.

EXCLUSIVE





pond life



To jump, or not to jump...



titles of all time. And now it's back. And, er, froggier than ever.

Just to liven things up, they've also gone and given us a bit of plot this time, too. Are you ready, children?

Frogger and Lillie (okay, so it's hardly Harry Potter, but bear with us) are living happily in Frog World with a large family of youngsters. In a thoroughly modern day move, the youngsters aren't their kids, just the siblings of Lillie. We think. Or that's what their dad says. But - shock

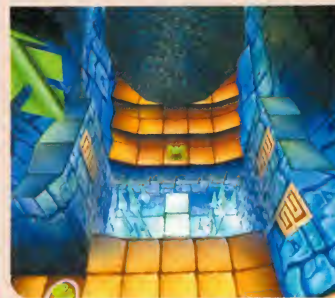
THERE ARE FIVE BABIES TO FIND ON EACH LEVEL ALTHOUGH YOUR TASK IS MADE EASIER BY YOUR 'ECHO CROAK'

brought a fairly mediocre version of the game to the Playstation and PC, and watched their balance sheet boost. Over time, the game has become one of the biggest selling

horror! - Sneaky Swampy the Crocodile has, unbeknown to Frogger, stolen all of their babies for his wicked purpose. Discovering the babies aren't in the playpen pond (I need a drink - Ed), Frogger and Lillie set off in search of them in the extended reaches of their garden. Soon it

IT'S SIMPLE!

'Frogger 2' was originally intended to be full of exploration and puzzle solving but eventually evolved into a simple 'go this way' type of game, very much in keeping with the Frogger style.



becomes clear something terrible has happened and it is up to Frogger and his partner to rescue the babies and foil Swampy's dastardly plans. And this is supposed to motivate us to play the sodding thing?

two become one

We'll cut to the chase. Frogger 2 now offers two characters that you can control. Frogger is the Bart Simpson of the amphibians. Mischievous, fun, almost fearless, confident, disruptive, arrogant, self-assured, impulsive and is full of boundless energy. Not a terrific CV, but it'll do. A total disregard for cars and crocodiles he may have, but in a cunningly devious plot twist that makes even Spielberg jealous, he's still prone to the odd slip up; a terrible incident when he was a mere tadpole resulted in an unnatural fear of water. Lillie on the other hand has the mixed personality of Britney Spears, Baby Spice and Tank Girl (have you got her phone number? - Ed); incredibly attractive (to frogs that is) but tough at the same time. Strong, independent, fun, bubbly, alert, smart, playful and inquisitive



All of the levels feature a diverse range of scenery to keep interest high...

PLAY IT AGAIN!

16

Although the levels are linear (they have to be played in a particular order), once completed they can be re-played in any sequence.



No leaps in gameplay, but it still looks like fun...



are just some of the reasons why Frogger fancies her (we're not telling you the others).

Still, every good story, and even shoddy ones like this, need a good villain, and we get..Swampy! It's given away really by the subtitle of the game, 'Swampy's Revenge'. Y'see, Swampy is actually Frogger's arch enemy, and is a cunning, dastardly and thuddingly horrible little chap. His armoury includes, er, a whiplash tale, and he can swim, too. In short, Frogger and Lillie had better start shitting themselves.

play the game!

The game itself consists of seven themed worlds: Garden, Ancients, City, Subterranean, Laboratory, Space and Halloween. Each of these worlds consists of four sections and each level has primary and secondary goals. Once you have completed all your main objectives, you can move onto the next level of the game. So far, so good. The secondary goals don't have to be completed to move onto the next level; they are there to add longevity and

replay value to the game. Your immediate aim is to stop Swampy by finding the babies and to follow the exciting development of the story through the cut scenes shown at the end of each level. Playing in this story mode is the only way to thwart your enemy. The secondary goals are mainly achieved through the Arcade mode of the game; find and collect all the coins, find any hidden parts to a level, beat the fastest time. That sort of thing.

hop it!

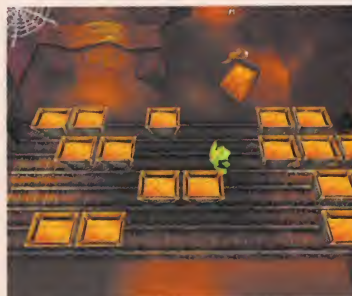
As one would imagine, Frogger and Lillie don't run, don't use any vehicles, don't fly and certainly don't use any kind of magic; they hop. This is their only way of progressing through the levels, although they can utilise logs, lillies, turtles and such like for transportation. Whilst they can move in any one of four directions, our two frogs do have the gift to perform that little bit extra; they can perform a double hop (jump two direction squares and one upward) and a croak float (fall slowly from a double hop and you get to time your landings). None of this means anything however if you don't know what you're supposed to be doing. So we'll tell you.

The idea of the game is to control Frogger or Lillie by hopping around the levels a square at a time, all the while avoiding the surrounding dangers. It's all a case of timing everything correctly. Should you not time things quite so correctly, it's

DEPENDING ON WHICH CHARACTER YOU CHOOSE RESULTS IN A DIFFERENT ROUTE BEING TAKEN THROUGH THE LEVELS



Yes, that's right, Frogger even takes a trip into space for his latest adventure. Coo...



FROG HUNT!

Multiplayer has two racing and three 'capture the frog' games played in retro style where the first player to capture three frogs is declared winner. Also in mutiplayer mode is a 'Tron' style game where not only do you have to avoid your opponents' frog trails but also the scenery.





straight back to the last restart point. These are usually placed where babies are situated on the map or at other key positions. If no restart points have been reached, then you go back to the beginning of the level.

Usually in search and rescue games, you have to get to an exit point but 'Frogger 2' will move onto

which may give clues as to what direction you should be heading. Whichever way you go, you will have to face up to various enemies sooner or later. In addition to the moving scenery, lawnmowers, bees, dogs and mechanical monsters will have to be negotiated if you're to carry out your quest successfully. One thing in your favour is that the

THE GAME CONSISTS OF SEVEN THEMED WORLDS; GARDEN, ANCIENTS, CITY, SUBTERRANEAN, LABORATORY, SPACE AND HALLOWEEN

the next level as soon as you find the last baby. It's a kind move that we appreciate. There are five babies to find on each level although your task is made easier by your 'echo croak'; a baby giving its position away to you by answering your croak. We're tempted to keep quiet. But we're cruel.

different paths

Depending on which character you choose results in a different route being taken through the levels. The first level and final two are common to both Frogger and Lillie but the intermediate 18 are split evenly: Frogger has nine, Lillie has nine but each one can play the others. In story mode, certain points are reached that will unravel a bit more of the narrative (eight points in all)



Frogger 2



Leave Frogger to his own devices and he'll do a little dance to keep himself busy...

so that's that

Frogger 2, as mentioned, can be played in Arcade mode, which can be split up into two sections, Time Attack and Super Retro. In the first of these you can play the levels already completed in the story mode of the game, but with the added aim of achieving a better time. Super Retro is the original levels of Frogger. Collecting a certain number of coins in the story mode of the game allows you to play a retro level in three different ways, overhead view, slanted camera view and the standard 3D view. Not an inherent part of the overall picture, these coins will let a player unfamiliar with Frogger delve back into the mists of yesteryear and see what games used to be like. Whether they sod straight off

for another game of Soul Calibur, time will tell. Us? We all used to love Frogger, and we're hoping the little green fella is well worth spending some time with.

TIME OUT!

The three difficulty levels of easy medium and hard are distinguished by the lower times allowed in Arcade mode and the number of lives and bonuses available in story mode.



ROOM FOR FOUR!



The multiplayer mode allows up to four players to compete against each other in a variety of different games. These games can be generally split up into two categories, Race and Arena. In the multiplayer game you can play Frogger, Lillie, Cousin Toad, or the baby frog 'Tad'. Each player must pick one of the frogs and there is no doubling up. Once Frogger is used, the other player has the other three to choose from. On the Dreamcast, due to the style of the multiplayer games, the camera can keep all players in view using just a single view of the game achieved by zooming the camera out to keep all the players in view. If you play via the Internet however, the view will be on your character only. Just make sure you know your friends well before asking them to hop along with a frog.

looney tunes space race



VMU PINBALL

As an added bonus for all you VMU huggers (you know who you are), there's a bonus mini-game thrown in gratis, totally free and without charge. Little is currently known about it (those boys at Infogrames sure know how to keep a secret), but we do know it's a pinball game in a funky ACME theme. We'll hopefully reveal all next issue...



Ever fancied being a big eared, buck toothed, carrot muncher? No, us neither...



Elmer's preparing to unleash an anvil...



The extendo glove. What a great weapon!



After the success of the frankly excellent Wacky Races (reviewed issue 10 - 8/10), Infogrames are preparing to unleash an all-

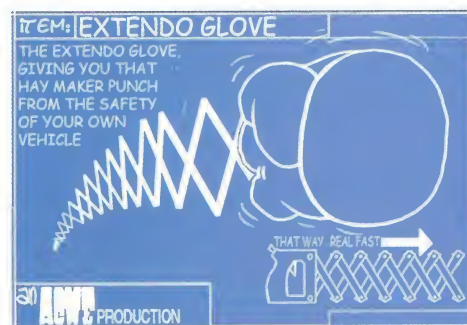
characters, the worlds, the music, and voices." Well that's okay then, but what of the actual game? How many courses and characters can we expect? "There will be 12 tracks, a total of 60 challenges and 8 playable characters, 2

think of all the goodies in soul calibur - space race has its own fair share

new Warner Bros cartoon caper under a Looney Tunes guise. With one success under their belts, Infogrames are confident they can keep up the good work, but how closely do Infogrames actually work with WB to ensure a worthy game is produced? We caught up with the game's producer, Brandon Smith to find out. "Warner Bros are fantastic to work with as they really take a big interest in the game. It is not a situation of outsourcing a product and branding it - they really get involved with the

of them secret (including Bugs Bunny, Daffy Duck, Elmer Fudd and Wile E Coyote of course). There won't be a battle mode per se, more on-track mayhem as we utilise the massively detailed worlds to the maximum." Massively detailed worlds 'ay? Sounds nice, but we think the readers want to know about the 'structure' of the game. You know, weapons, that kinda thing... "We will have at least 10 'gags' as we

call them (portable holes, falling anvils, disintegrator pistol and storm clouds, for example). The point structure is based on the principle that every time you win something, you get something. And every time you get something, you can use it to get something bigger! Think of all the goodies in Soul Calibur. Space Race has its own fair share of goodies, challenges, and a variety of races." Nice. That's just what we needed to know. Fingers crossed, we should have a full review for you next issue, but until then, maybe you should get down to blockbuster and check out Wacky Races, just to get an idea of the quality of racing mayhem you can expect...



We only wish we had one of these to tame Ian with!



Publisher: Sega **Developer:** Interloop
Released: October 2000 **Genre:** Sport Sim

sega extreme sports

**Bungee jumping anyone?
We shite you not...**

DIESEL - SUMMER AND WINTER COLLECTIONS

Yes, that's right fashion fans (and victims); Sega Extreme Sports will feature both the summer and winter collections of the latest Diesel clothes range - apparently the choice of all cool extreme sporters. Here are a couple of the characters from the game modelling a selection of the togs you'll see in the game...



So here's the idea. It's a 12 track racing game in which you have to transfer between a number of different extreme sports on your way to the finish line. You might, for example, start off on a snowboard, have to 'transfer' at a set marker onto a hang-glider, then stop off to jump on your quad bike, before racing to the line. There are in fact six different extreme sports thrown into the mix; hang-gliding, bungee jumping, base jumping, mountain biking, quad biking and of course, snowboarding. With all this jumping, gliding

there are six different extreme sports thrown into the mix

and pedalling going on, you'd expect to be completely buried under all the control methods you have to learn. Not so, my extreme sport lovin' pals; Sega Extreme Sports does utilise different controls for the different sports, but they're all easy to pick up as you play,



It's time to peg it onto the next event - hand-gliding...

and you're often prompted with on screen tips to help you out. That's rather nice of Sega, but the crowning glory of this sexy looking little number isn't just in its variety and saucy graphics, no there's more. As you transfer between different sports, you won't be interrupted by a single loading screen or break in the action. Not only does this mean that



your jaunt across the gorgeous mountain terrain is a smooth one, but it will be entirely possible to miss your transfer point and continue racing without realising your dumb ass mistake - now that's what we call free roaming. It will also feature a whole host of different playing modes, feature limited online support, and six bonus tracks. Of course, we'll tell you more about the rest of the game a little closer to its release - we wouldn't want to spoil it for you.

Although it's currently slated in for an October release, we think it's more likely to be a little closer to Christmas, so don't be disappointed if it slips...

buzz lightyear of star command

online...
www.
activision.com

When you're onto a good thing, why stop at two films, two games, cartoons, merchandise and millions in profit? Disney didn't...



CELL SHADING



Based on the Buzz Lightyear of Star Command cartoon series, the game looks pretty, employing the innovative cell shading technique used in Jet Grind Radio and a number of other top games. But will it have the gameplay we all yearn for?



After the enormous success of the Toy Story 2 film, the long wait for the DC game may not have extinguished all expectations, but it sure has damped them down a tad. News then filters through of this new game based on the animated TV series, with the focus on Buzz Lightyear, the square-jawed space ranger. Although mooted for a November release, we guess it

Buzz. The premise is to pursue the Evil Emperor Zurg and thwart his malicious plans. Buzz has a nice selection of high-tech Space Ranger

employing the innovative cell shading technique used in Jet grind radio

may appear a little later as Disney is a law unto themselves - they love bringing out games late.

Buzz Lightyear of Star Command is a real-time, third-person, all-action chasing-and-shooting game, where players take on the role of

abilities that can be deployed within a variety of over-the-top, retro-futuristic worlds.

Buzz fans will undoubtedly enjoy the thrills as they ride a jetpack, hoverboard or jetbike. Speeding through hostile worlds using shields

whilst negotiating jumps requires sharp reflexes and a good eye. Locations are varied, and include retro, futuristic and sci-fi worlds. Players can explore seven immersive worlds and 14 huge levels, each with its own colourful, distinct scenery and challenges. Visit Jo-Ad, Trade World, Karn, Gargantua, Canis Lunis and, of course, battle the Evil Emperor Zurg himself on Planet Z.



FULL SPACE RANGER POWER



As the galaxy's best Space Ranger, players have the latest gadgetry at their disposal, from lasers to lightning guns to homing plasma bolts.



Lightyear of star command is a real-time, third-person, all action, chasing adventure



Buzz Lightyear like you've never seen him before...



To Infinity...

Expect loads of nifty goodies to play around with, not least some of the weapons. Look out for lightning guns, lasers and plasma bolts which produce some crazy visual effects as the screen lights up when you use them. The best bit, we are told, is the interaction with lots of the famous Toy Story characters, none more so than Buzz's girlfriend

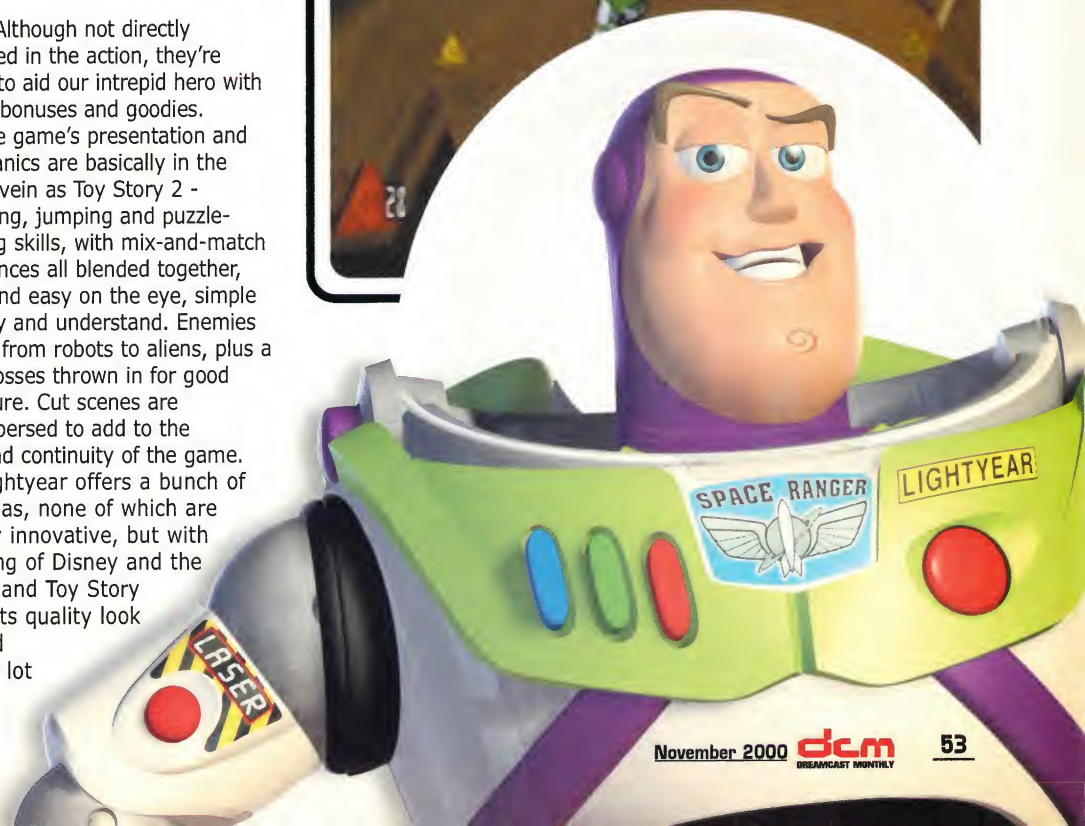
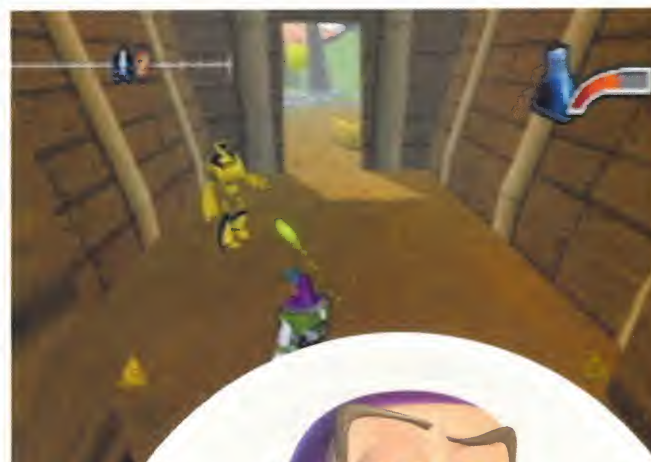
Mira. Although not directly involved in the action, they're there to aid our intrepid hero with hints, bonuses and goodies.

The game's presentation and mechanics are basically in the same vein as Toy Story 2 - shooting, jumping and puzzle-solving skills, with mix-and-match sequences all blended together, nice and easy on the eye, simple to play and understand. Enemies range from robots to aliens, plus a few bosses thrown in for good measure. Cut scenes are interspersed to add to the storyline and continuity of the game.

Buzz Lightyear offers a bunch of gaming ideas, none of which are particularly innovative, but with the branding of Disney and the huge Buzz and Toy Story following, its quality look alone could fascinate a lot of gamers.

TO INFINITY AND BEYOND...

A Galaxy of personalities is on offer as players join Buzz's A-Team - Mira, Booster and X-R - and enlist the aid of various helpers, like Zeb Nebula and Little Green Men. They must defeat the most infamous and powerful bosses from the series, including Torque, XL, Warp Darkmatter and the Evil Emperor Zurg and his pawns.



le mans 24 hour

Yes, you can play it in real-time, before you ask...

THE CARS

With 40 officially licensed cars on offer, Le Mans junkies are well catered for. They're split over two classes: GT (12 cars) and Prototypes (um... 28 cars). Here's a quick run down of a few of the more famous ones you can expect to see...

- Toyota GT-One
- Nissan R390 GT1
- GTC Competition
- Panoz Esperante GTR1 and LMP Spyder
- Lister Storm GTL
- Audi R8R
- Courage C52
- BMW V12 LMR
- Nissan R391
- Riley & Scott MKIII S2
- Chrysler Viper



Replays can be viewed from several different angles. They're pretty cool too!



40 cars, no slowdown and realistic damage to boot!



Anny that. Le Mans 24 Hour promises to be so realistic you'll actually be able to take part in the full 24 hour race and experience the sensation of moving from day to night to day again. Of course, you can squeeze the whole long-slog into a ten minute race (it still gets dark and light - just quicker!), but if you really want to beat the game, you'll have to complete the proper 24 hour race

textures sporting the kind of gritty feel most racers don't seem able to capture. Although it can't quite challenge Ferrari in the graphical stakes, it really pushes its race competitor with similar driving aid set-ups and gameplay modes.

When asked about the car models and damage, Simon Callaghan (UK PR for Infogrames) was keen to make a couple of points. "Le Mans allows 40 competitors to race on the track at the same time. Closer to the game's completion, Infogrames will be implementing collision management

...experience the sensation of moving from day to night as you race

twice (in both difficulty modes) to win the final two cars available in the game - that's one tough challenge!

With 40 officially licensed cars (see boxout) and 11 realistically recreated courses, the realism doesn't end with the racing. Each car can be performance tweaked and pit-ins demand strategic fuel balance, tyre changes and even corrections to your wings and gear ratios. The graphics keep the simulation feel going strong with an excellent resolution and road

that inflicts realistic Damage to all the cars. When you consider that each car is made up of 2500 polygons, it's pretty impressive." Very true Simon, and to be fair, we were gob-smacked by the complete lack of slow-down, pop-up and dip in frame rate when all 40 cars were weaving from corner to corner. Though it's slated for an October release at present, we wouldn't be surprised if it slipped to November. Stay tuned for a full review very soon...



i Publisher: Mattel Interactive ■ Developer: Krome Studios
Released: November 2000 ■ Genre: Sport Sim

championship surfer

Damn. Anyone know any surfer speak? No, right. Um... "Hang ten. Daddy-o."

mattel have promised us the world's first authentic arcade action surfing game. This kind of statement is never taken lightly in the dcm office, so we called up Mattel to ask exactly how they planned to substantiate such a bold declaration. Here's how our little chat went with the rather attractive sounding lady at the other end...

dcm: "Hello, is that Mattel Interactive?"

Mattel: "Yes, that's right. How can I help you?"

dcm: "In your press release for Championship Surfer, you tell us that it's going to be (fake monotone) 'the world's first authentic arcade action surfing game'. Are you sure you're not saying that in the hope that it's what we're gonna say to our readers?"

Mattel: "Well no... the game's being developed in Australia by Krome Studios, they're all avid surfers, you know. It's being designed and modelled with assistance from real-life world champion surfer, Ricko."



Expect to see about six different surf boards and 10 different surfers...



dcm: "Oh, right. Well, fair enough then. It sounds like you know quite a lot about it. So what's the best thing about it then? [Hand over mouth piece] That ought to stump her (snigger)!"

Mattel: "I'd say it's probably the way you can surf in real-time within realistic settings. The game uses a unique wave simulation engine. You can surf off ten different wave breaks too."

dcm: Right, yeah. We know what you mean. Yeah, that's great. We're all into surfing here actually. Can I have your phone number please?"

Mattel: "No."

dcm: "Right. Fine. Um... Thanks then."

Mattel: "No problem, goodbye" So there you have it. Look out for a review of the world's first authentic arcade action surfing game very soon.

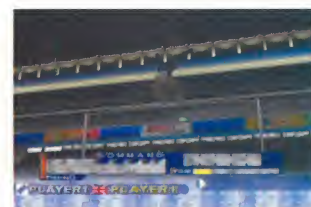
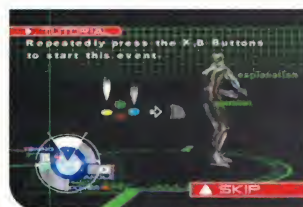
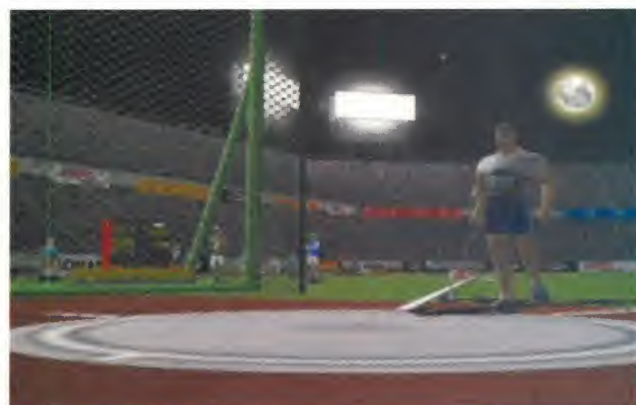


i Publisher: Konami ■ Developer: Konami
Released: September 2000 ■ Genre: Sport Sim

International track and field

Can your fingers take anymore?

Just when you thought there was enough button bashers on your Dreamcast, Konami decides to surprise the lot of us with release of their hit PSX Olympic multi-eventer. After reviews of Sydney 2000 (8/10) and Sega's rubbish Virtua Athlete 2K (3/10) last month, you'd think there wouldn't be room for 'more of the same', but you'd actually be wrong. International Track and Field features some excellent new improvements on control method and events that we'll tell you all about next month. It's good to see that Konami are continuing to innovate in the genre, especially after Sega's dismal attempt with Virtua Athlete 2K. Unless you got your copy of dcm hot off the press (or you're one of our lucky subscribers), there's a pretty good chance it's already in the shops. Of course, it's never wise to purchase a Dreamcast game without first consulting our hallowed review pages, so why not get yourself down to your local game rental establishment and give it a bash. We liked what we've seen of it so far, but it'll get the full review treatment next month...





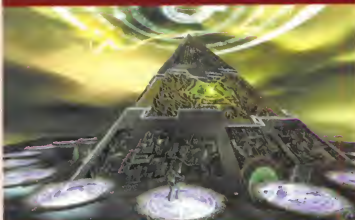
dronez

Is this an early entry for the most confusing Dreamcast game ever?

UK EXCLUSIVE



BOUNCY BOUNCY



An explanation of the bounce shot is required. It's an ability to shoot round corners or behind objects, using walls and floors to deflect the bullet. This particular ability needs a certain amount of skill so don't use the bounce shot in the direction you're running or you could be in big trouble from a nasty ricochet.

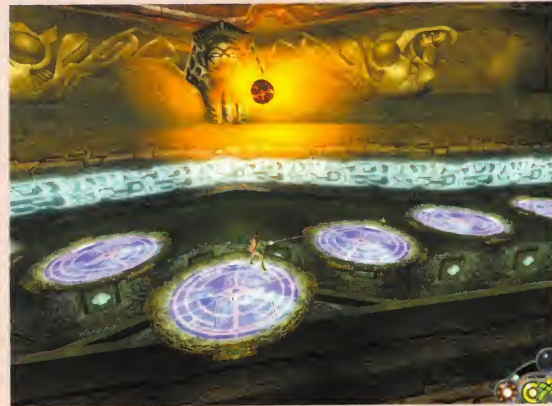


Tron returnz?

Anyone remember the 1970s group, Slade? They used to bastardise the spelling of their song titles using a 'Z' instead of an 'S' amongst other things, and it appears French developer Zetha Gamez is carrying on that fine tradition with their inaugural game.

The story comes from three short novels that Giovanni Caturano (lead designer of the game) wrote for an Italian computer magazine in the '80s. On Planet Earth, pollution and neglect has created a hostile environment where nobody wants to go anywhere; people are reduced to

staying connected all the time because all social life has been transferred to the V-Space, a virtual environment where a lot of empty platforms float. While machines take care of the physical needs of the individuals, mankind forgets the existence of a physical world. The main attraction for this distorted mankind is a virtual sport with avatars moving in a surreal environment with its own physics, jumping in six degrees of freedom





These graphics are looking pretty unbelievable. It's all true though apparently...

over scattered 3D platforms, throwing each other incredible bouncing weapons with no mercy for their incorporeal bodies.

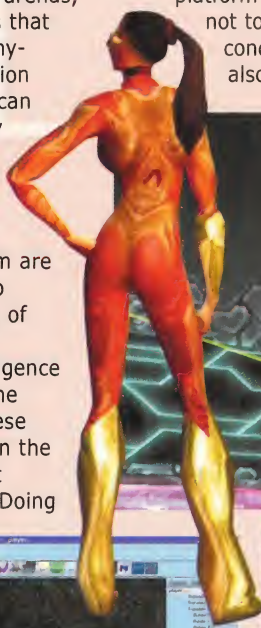
In a place with no good or bad, the only thing that counts is the control over ZNRG, the peculiar dataform that allows the

this, they discover that some groups are already disconnected and living in the real world; they are hackers who are trying to start a revolution and need somebody in the V-Space to break the protections of the AIs so they can study them and free mankind.

WHEN THEY HIT AN OBJECT OR A WALL, BULLETS CAN BOUNCE, EXPLODE OR PASS THROUGH

DroneZ to make bullets out of nothing and throw energy discs that bounce around in the arenas, to generate energy shields that protect them against enemy-attack; to create deformation fields in the V-Space that can curve the trajectory of any object that is flying by. However, there are individuals who have the feeling that they're being manipulated; some of them are strong enough to decide to break through the barriers of conventional networks, to destroy the Artificial Intelligence that controls their lives. The electronic protection of these programs is represented, in the V-Space, by creatures that these humans must fight. Doing

DroneZ can move on foot over any platform and jump from one platform to another, trying not to fall. Under certain conditions, DroneZ can also drive a platform



USE PROTECTION

There are several kinds of shields. The basic one protects you all-round, but doesn't let you move or shoot. There are shields that let you move or shoot, and a shield that makes you completely transparent to enemy bullets (they pass through you). That's just blatant showing off, if you ask us.



flying freely in the V-Space. DroneZ can throw their bullets against the enemies; when they hit an object or a wall, bullets can bounce, explode or pass through, depending on the situation. Bullets take consistent time to reach the target, so it is very important to be smart, quick, and to have a strategy. Moreover, in the V-Space, the gravity is relative, meaning two characters in the same area can be on platforms that are

oriented differently in 3D, being freely rotated or even upside down. This feature allows a whole new set of gameplay tactics to discover - as in real space, V-Space has no up or down, so everyone is the 'right way up'.

Smooth operator

You take the role of the V-Space operator who must pass the protection of enemy AIs (that is destroy their avatars) providing





NAME THAT DRONE...



Playable DroneZ include Eva Tharr and Sidd Roxe. Enemy DroneZ go by names such as Betem, Khay, Omatch, Glourga and Sesam MK-II and the group of Sub DroneZ is led by Ealah and TB Series.

support for the hackers, so they can analyze the code and make the player go farther and farther.

interact with the player by performing little tricks. During the progress, they become able to

THE STORY COMES FROM THREE SHORT NOVELS

Hackers continuously interact with the player to let him finally access the main site, where the core of the net is hidden. The hackers

'code' new weapons, shields and tools that the player can use to defeat other enemies. Whenever the player destroys an enemy avatar, the hackers make a step forward and can provide valuable help. In fact, hackers are also a useful source of

information: they connect to the player, providing details about the structure of the levels or the features of an incoming enemy.

DroneZ is an action game that gives a passing nod to the film Tron. In some instances you just

which are divided into arenas, giving something like 200 different situations spread across 40 levels.

Enemy DroneZ are of a different kind, they can work in a team and they can communicate with each other.

In some instances, your worst enemy is time itself, whilst sometimes you must find out who the enemy actually is, it's not always obvious. Enemy DroneZ behave differently depending on the situation and on the skill of the player; they're very often organized into hierarchies, but sometimes they're dangerous loners. They also have a different territorial feeling and bent to engage the fight.

Any Drone can raise a shield to protect him/herself from enemy bullets. There are also helpers and special objects that can provide several attack/defense features. The avatar of a Drone can change: the player can acquire a new body, with different looks and features, during the evolution of the game. This avatar can be brand-new or can be stolen from an enemy. In the end, with DroneZ the gameplay is not only a matter of speed, but also a matter of tactics, only the trained combination of muscles and brains can win it.

need to solve puzzles, involving buttons and platform paths, whilst in other situations, you have to go through jump-and-run sequences in which you have to move over the hovering platforms. The game is divided into units, or sites, each with a different look and feel. Each unit is divided into levels,



More than a passing nod to classic sci-fi adventure Tron



Look at the hideous monster. The one on the left is a character from the game though

What a site!

The progression through the levels is communicated through the hackers and access keys. Locations as well as enemies are very different; graphics, sound, music, characters and difficulty issues change from site to site. The first unit, for instance, is populated by robot-like creatures with an environment of geometric iron colours coupled with cold lights, electronic music and sharp sounds. Another unit, complete with a reptilian feel, has a totally free, organic environment, warm lights, wet sounds and a music full of natural inspiration, but with an intriguing evil feeling. A further site, looking somewhat like an alternative Egyptian culture, is full of tricks, mysterious enemies and hidden secrets. Needless to say, all the other environments are of an equally diverse nature.

When you reach a certain milestone, the hackers can connect to you and explain that, for example, a certain path is more dangerous than another,

but contains a wealth of bonuses; moreover, before meeting an enemy or a boss, the hackers can often give tactical suggestions or information about the weak

meaning that a character can be more defensive than another, or show more cold-bloodedness and not be scared by messy situations. Although an action game, DroneZ

in a bounce shot, or having a more-or-less complete understanding of the environment (what are the buttons, which platforms are better for defence or for attack, and so on). The important thing is that you (the player) must be aware of all the differences and act accordingly. Beware, though - some enemies can recognize your action patterns and adapt to your strategy.

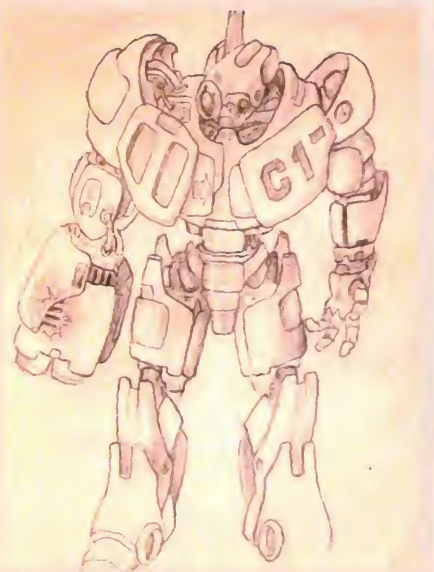
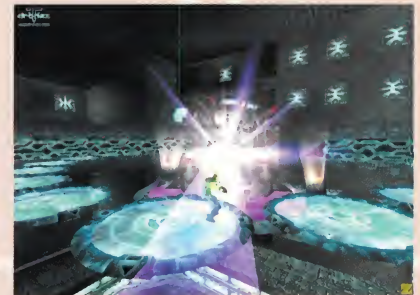
ENEMIES ARE OFTEN ORGANISED INTO HIERARCHIES, BUT SOMETIMES DANGEROUS LONERS

points of said enemy. In other cases, they can hack (modify) enemy AI to help you.

At present, there are over 40 different enemies in DroneZ and six playable characters. Each of these not only have different attributes such as robustness, speed, and precision, but also different behavior patterns,

has an RPG system that requires you to allocate an amount of points to these attributes.

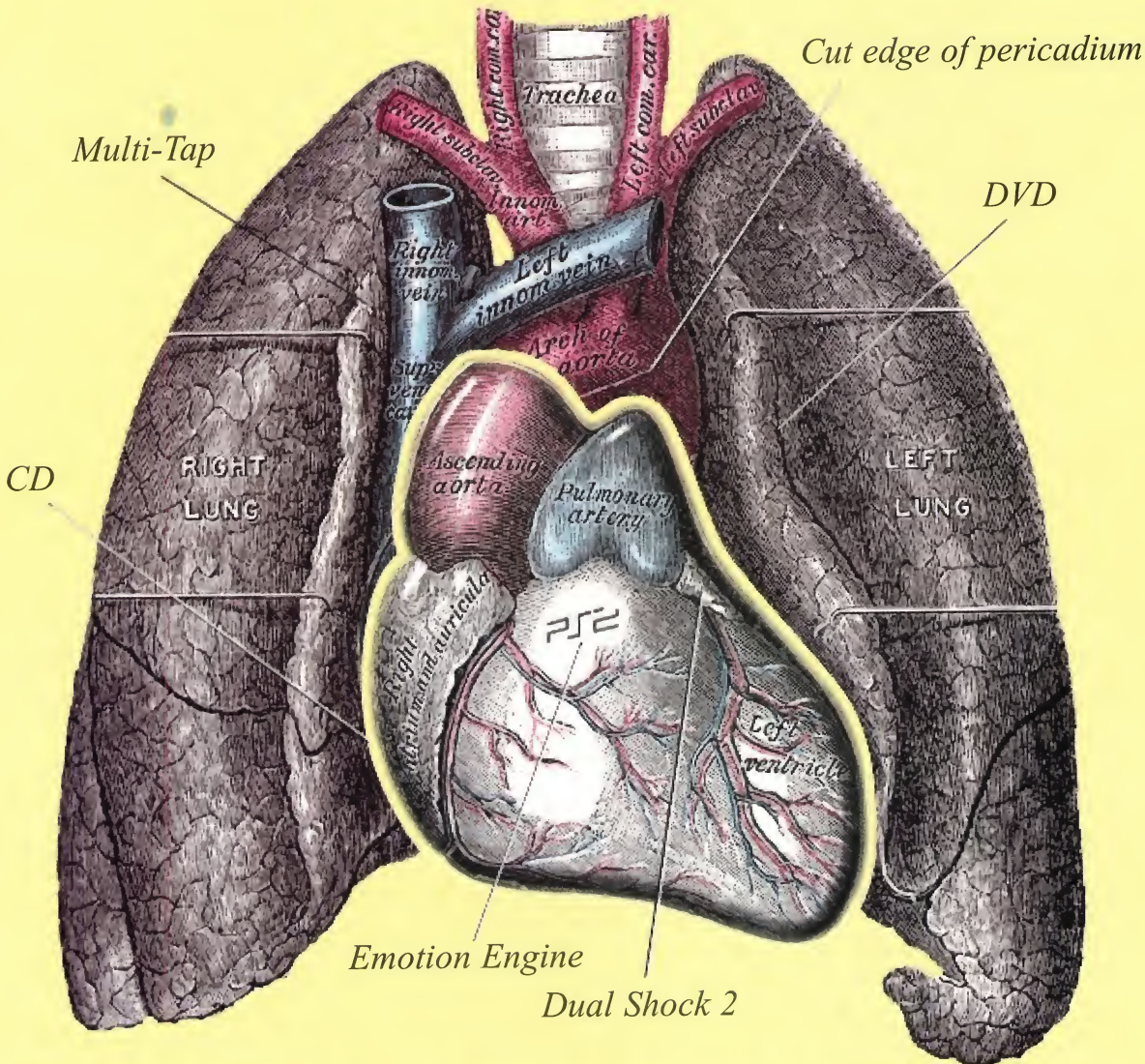
Moreover, some enemies can have a full or partial shield and use it in different ways, and some enemies can have special weapons that can be stolen by the hackers. There are also different abilities, being useful



The type of early art that a caption is wasted on



Anatomy of the PlayStation2™ Gamer. 2000.



engine

THE HEART OF PLAYSTATION2™ GAMING

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RAILROAD TYCOON II
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HALF-LIFE
 The definitive first person shooter and no mistaking...

On import

FERRARI F355 CHALLENGE
 **88**
 Thank the lord for Enzo Ferrari!

ULTIMATE FIGHTING CHAMPIONSHIP
 **86**
 No-holds-barred fighter. Truly violent and pretty good too...

HALF-

The best PC game ever has arrived on Dreamcast. Greg got so excited, he had to change his trollyes...



THE WORD



Originally created for the PC by Valve, Half-Life has won more than 50 Game of the Year awards and has sold over 1.5 million copies worldwide. Developed by Captivation Digital Laboratories in conjunction with Gearbox Software and Valve, Half-Life: Dreamcast promises to deliver even more than the original PC version. The Dreamcast version features many optimisations, including higher polygon player characters, dramatic lighting and special effects. Half-Life: Dreamcast also features an all-new single player mission that surrounds the Security Guard character, Barney. This special mission is being custom created for the Dreamcast by Gearbox Software, the development team that created Half-Life: Opposing Force, the official PC expansion for Half-Life.

WORLD

LIFE

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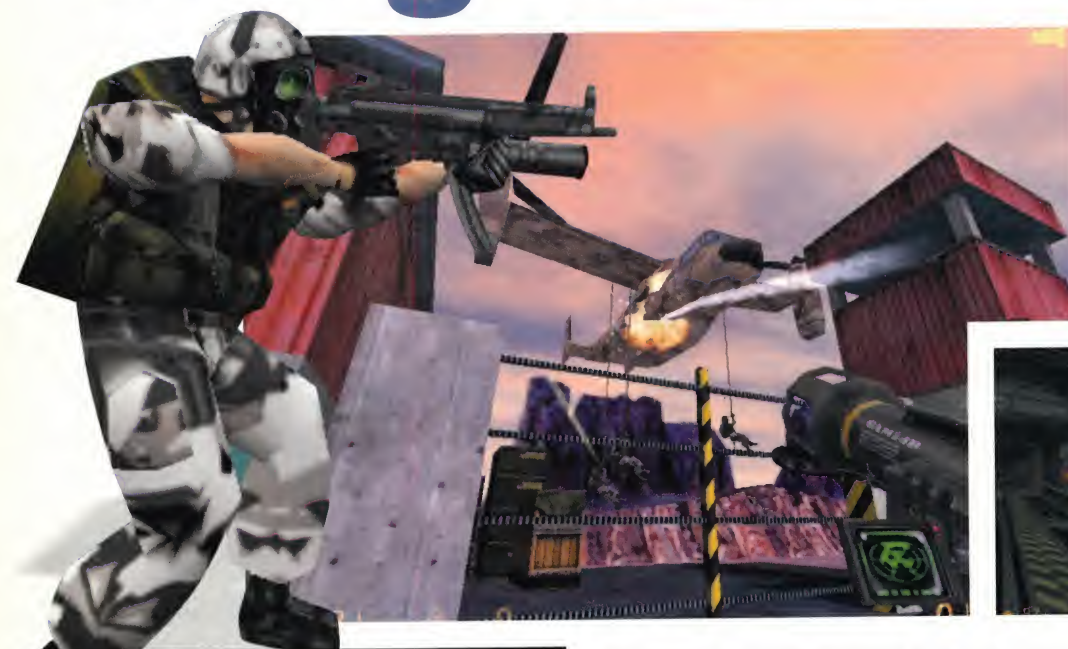
EXCLUSIVE REVIEW



The scene of the experiment that goes badly wrong - d'oh!



the good life



Russ says... "Undoubtedly the greatest game of the year 2000!"

MAN IN BLACK

Every so often throughout the game you will catch a glimpse of a mysterious looking man in a dark suit. He is always out of reach and you can never catch him but you feel sure he has something to do with what has happened. Who is he? What does he want? Better play and find out!



In the beginning...

The way the game starts is a good example. Rather than simply throwing you into a first level (the game is split into seamless levels that, for the most part are indistinguishable) the game starts you on a tram, entering the Black Mesa Research facility for the first time. The majority of the action takes place here, amongst the twisty passageways and overhanging ventilation pipes. As scientist Gordon Freeman, the first section sees you wandering around, taking in your surroundings and hobnobbing with the assorted scientists. There is nothing to shoot, and little to actually do, as you rummage through lockers, but the sense of involvement is already set. It doesn't take too long before you enter the room where an experiment is about to go horribly wrong. An explosion follows and before you know it the



"That experiment's as safe as houses mate. Trust me..."

To the uninitiated, the fuss surrounding Half-Life on the Dreamcast may seem unwarranted. After all, isn't this just another tired PC conversion when what we really want are original titles like Crazy Taxi and Virtua Tennis? But wait. Half-Life is widely seen as the greatest PC game of all time. Even now, 2 years on, it still bothers the upper reaches of the PC charts and has literally sold millions world-wide. And sales figures don't tell the full story, oh no. The reason Half-Life has been such a huge success, and why its release on Dreamcast is such big news, is the game itself. On the surface it resembles other first person shooters like Quake. But, rather than a simple frag-fest, Half-Life is an impeccably paced sci-fi/horror story that achieves an almost unique feeling of immersion...



After the experiment, things get a little grim...

UP IN ARMS

You start off with nothing, but gradually you acquire plenty of firepower. Tactics are important as you need to decide whether to use the grenade or set a trip wire. Also some weapons work better underwater while others affect different aliens in different ways.



base, which you were beginning to feel so at home in, has turned into a nightmare maze of flickering lights and exploding debris. But worse is to follow. As you venture out of the burning lab you find the complex full of alien hordes, desperate to kill, maim and generally scare the hell out of you. Those scientists and guards left

even now, two years on, it still bothers the upper reaches of the pc charts

alive are all desperate to get out and will help you in any way they can, but for most of the time you will be on your own. Later in the game the army arrive to save the day...or do they?

The plot thickens...

As you'd expect from a conversion of a two year old PC game, the Dreamcast version has enhanced graphics. This is most noticeable in the character models. The guards now have realistic "fingered" hands and their coats are free flowing. Similarly the scientists now have



proper ties - which they continually moan about having to wear. The character animation is also improved, with much better lip-syncing. However it's not just the guards and scientists who look nicer. The whole environment seems shinier and more real, with lighting contributing largely to the ambience. The outside scenes are excellently lit while the flickering corridors help maintain the superb atmosphere. All in all, Half-Life on the Dreamcast looks very special indeed.

Of course no matter how wonderful the plot and graphics are it makes little odds when the

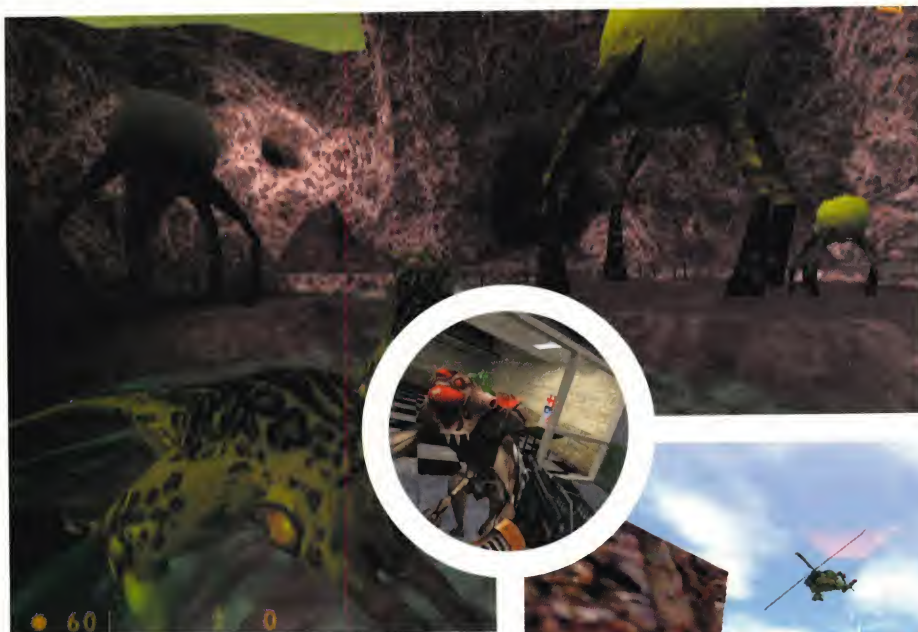
move, the triggers shoot and perform "actions" and the d-pad controls your crouch, jumping and weapon select. It can be hard to shoot and move at the same time (your trigger finger is too close) and aiming with the analogue is not as fluid as using a mouse, (especially when accuracy and the shooting of small objects is needed) but the controls work as well as could be hoped for on a joypad. Of course, the game will support the Dreamcast keyboard and mouse when it's released.

Blue Shift

The main addition to Half-Life, and the one that should get many PC owners splashing out for a Dreamcast, is Blue Shift. In the main

controls are poor. Since the day Dreamcast Half-Life was announced there have been concerns over the control. After all, on PC the game was played with mouse and keyboard and there were doubts about how the precise and speedy inputs needed would translate to the joypad. Thankfully it has been done remarkably well. The controls are fairly straightforward: the analogue stick looks, the coloured buttons





It's possible to enlist the help of Guards and Scientists.

HELLO GORDON...

You'll come across many scientists and guards during the main game (of course in Blue Shift you ARE a guard). It's essential you speak to them, as they will often help you out by opening doors or increasing your health. Guards will often follow you and cover your back as you enter a new area but don't get too attached as they usually get violently killed, nasty!



game you regularly come across guards who will help you before usually copping it in a dramatic manner. In Blue Shift you actually get to control one of those guards in his own sub-game. But don't think of this as a minor add-on. Blue Shift has about 30 levels (the main game has about 100) and is practically a game in its own right. You control Barney, who is starting his latest guard shift on the same day that Gordon Freeman arrives in the original. It even starts off in the same way as the original with a tram ride into the complex. However, when everything goes wrong, Barney, unlike Gordon,

isn't particularly concerned with finding out what is happening in the Black Mesa. He simply wants to get himself and his fellow workers, out. To do this he has to co-operate with all the scientists and, in particular, a Dr Rosenberg. This Doctor holds the key to the transportation technology needed to escape. Perhaps the most impressive feature of Blue Shift is how it ties in so seamlessly with the main game. Both happen at the same time and there is a glorious moment when you actually see Gordon Freeman passing by on the tram. It's this intertwining which really makes you feel part of a coherent universe rather than simply playing a set of unrelated levels and events.

Of course, as a mere security guard Barney rarely gets help from the scientists (whereas Gordon has little trouble). This means he can't use the protective suit used by Gordon and instead has to rely on the less useful body

Simon says... "First person shooters simply don't come better."



These boys will flush you out of your cover with grenades...

HERE MOUSEY, MOUSEY...

PC players will know that the original version of Half-Life was best played with a keyboard and mouse. Unfortunately for us at the moment, we only have half of the equation. Given a bit of time (and a couple of other games that use it), we're pretty confident Sega will launch the mouse giving you all you need to enjoy Half-Life in its most natural form. Of course, they're not saying anything at the moment, but as soon as we have word of the official release of the Sega Mouse, we'll pass it straight on to you.



Compared to their PC counterparts, the guards are gorgeous!



Just check out those amazing lighting effects...

armour. Despite the simultaneous setting of both Blue Shift and the main game, the paths of Barney and Gordon rarely cross. As mentioned, it is impressive for players of the original when you do see Gordon but for most of the time you'll be in different parts of the base. While Gordon only has limited level security (therefore needing the scientists to gain access to upper levels), Barney has even less. This means you'll spend much of



wall or ceiling, there will be baddies everywhere. Or, you'll notice a room with scientist. Pleased to see a friendly face you'll dash in, only for the luckless egghead to get devoured by a previously unseen beastie. It's set pieces like this, and the



doughnut munching guard to the heart-stopping alien howls - that you forget you are actually sitting on the sofa in front of the Dreamcast. The game offers a wonderfully atmospheric experience, which is unlike anything seen before on Sega's console. There is no online option, the controls take some getting used to and things can get frustratingly tough later in the game, but the story, graphics and style make Half Life as essential to your Dreamcast as electricity. ■ Greg Howson

the guards now have realistic 'fingered' hands and their clothes are free flowing

Guard Duty sneaking around the dingier areas of Black Mesa as you attempt to break out.

Whether it's Blue Shift or the main game, throughout Half-Life you will be amazed by the Artificial Intelligence on display. The soldiers in particular show a frightening amount of brains as they hunt you down. You'll hear them communicating via radio and they will often split up to catch you in a crossfire. Also don't be surprised to be snuffed out of your hiding place by carefully lobbed grenades. Likewise, the aliens show varying amounts of intelligence although most of them simply rely on surprise.

Forget Code Veronica, to be truly frightened on your Dreamcast you need Half-Life. A typically jumpy moment occurs when, crawling along a dark tunnel with a flashlight, a face hugger jumps into your face out of nowhere. A real, "drop your joypad" kind of moment. And, of course, not all tunnels will be inhabited, so nerves take control as you rarely know what to expect. One minute the corridor will be empty then, following a collapsing

constant fear of what may be lurking around the next corner, that make Half-Life so compelling.

Equally exciting are the amounts of weapons you get to play with. While the early part of the game sees you restricted to basic crowbars and handguns, later levels see you utilising a full range of weaponry including some of alien origin. However, realism is always maintained with weapons, like health, only turning up in armouries and other logical areas.

Of course not everything is perfect. Some of the later levels involve jumping, which is never enjoyable in first person games. Thankfully you can save anywhere, which is advisable to preserve your sanity, and your joypad. Also the controls can make precision shooting more difficult than it need be. But despite this, Half-Life remains a superlative gaming experience. There are so many great touches - from the

ALTERNATIVELY...

Maken X • Issue 12 • 7/10
Bizarre first person shooter featuring s&m villains

COMING SOON...

Quake III • Activision
Multiplayer beatings aho!

VERDICT

Treat yourself to one of the most engrossing and captivating games of all time. Your Dreamcast was made for this!



URBAN CHAOS



Is D'arci the new Lara? Is Urban Chaos the new Tomb Raider? Is DCM the new Rock 'n' Roll?

THE WORD



"Urban Chaos is a massive game, with puzzles, lots of interaction, an ever-changing storyline and some superbly-detailed locations. Just when the setting becomes familiar, a new level gives a different graphic set and objectives."

right on target

Nostradamus would turn in his grave. A 16th Century political dissident, he wrote cutting satire lampooning and decrying the acts of our then-leaders, such as the burning of Protestants during Mary Tudor's reign. Trouble is, if he blitzed the great and not-so-good Private Eye-style, he'd have ended up on the bonfire himself; so he wrote in riddles. This opened the door for every dopey doomsday drip and New Age asshole to 'reinterpret' his work as prophecy - it isn't and was never meant to be, and so-called 'correct' predictions are invariably massaged to fit the events his 'followers' claim they predict. Why am I telling you this? Well, according to the silly, Nostradamus predicted the



end of the world would come in July 1999. Funnily enough, I never noticed. Ho hum... One person who did notice was D'arci Stern, tough rookie cop in a tough American city. She's no more New Age than I am, but when the

IN TRAINING...

The training sections offer the chance to polish your skills in the game's three key areas.



• Driving

• Combat



• Fitness and control



there's the controls. they're horrible



D'arci waited ages for the Beatles to turn up, but they never came.

Millennium Cult take arms and threaten to bring about their confused Nostradamus-inspired apocalyptic visions (Oy! That's cheating!), it's up to her to see to it they don't suck seed. Sounds like a good excuse for a game...

Union City Blue...

I wanted to like this. I really did. Its graphics won me over straight away, with their mean, moody oppressiveness and fluid animation. Union City looks every bit a decaying American town, with every cop show cliché covered - look out for steam rising from the pavements and empty boxes in dead-end alleyways.



Russell says...

"clever ideas, but lacks spit, let alone polish"



union city looks every bit of a decaying american town

D'arci herself is lithe and nimble, pulling off Lara-style gambols and flips without ever looking awkward and ungainly, and for once in a 3D action game, the combat sequences gel very well with the rest of the animation. Clever use of auto-direction means you're not struggling to keep your enemy in front of you, but you rarely find yourself facing a foe when you didn't want to. The mission structure's good too, with training modes to get you used to the controls and new tasks radioed in from HQ while you're on patrol. To begin with, these are standard street crimes such as mugging and car theft. You even have to stop a suicidal loony from throwing himself off a rooftop. Later the Millennium Cult's fiendish plots emerge, expanding the plot and increasing the danger levels. With driving, combat, exploration and platforming on the menu, it's not short of variety either.

"Just breathe into this until I tell you to stop."

Pig-Picking Fun

So where did it all go wrong? For a start, there's the controls. They're horrible. You move with the analogue stick, but to run, you press a run button. If the developers were going to do next to nothing with the stick's analogue function, why didn't they slave movement to the digital pad? It would make much more sense than this uselessly over-sensitive analogue movement, which often has you turning on the spot when you wanted to move forward, and vice versa. Rotate-and-move controls can work well when done properly, but that just isn't the case here.

Also, if you turn sharply, the camera takes ages to swing around and get behind you. I realise a camera with no inertia would jerk like buggery and become extremely disorientating, but having to wait for it to catch up with you is just as bad. If only a happy medium had been found. Worse still, if you try to reverse a car, even a mere few feet, the camera instantly begins to swing around to face the front of the vehicle. Fine if you wanted to reverse two blocks (but why would you?), but unbelievably disorientating and frustrating if you intended to use the reverse in a logical, sensible way, ie. to get you out of a spot before moving on.

Another bone of contention is the artificial intelligence of the townsfolk. It's very artificial, but shows no intelligence at all. Union City is populated by ordinary, everyday citizens going about their ordinary, everyday business. Fair enough - who wants to play in a ghost town? But (and it's a big 'but') they're so single-minded about it they're incapable of doing anything else.

Mount the pavement? The pedestrians walk straight under your wheels. Walk up and hit someone in the face? After a long pause he runs off, but everyone

nearby goes about their business as if nothing had happened. And if you drive head-on into another vehicle, does it reverse and park? No - it keeps on coming as if you weren't there.

There is some fun to be had with Urban Chaos, which is why the mark isn't disastrously low. It's a game of huge strengths as well as appalling weaknesses, and you do get used to the controls after a great deal of play. However, you always feel like the game's working against you, and that half the battle is putting one foot in front of the other rather than into a criminal's teeth. Pity - it could have been really cool. ■ Ian Osborne



'Real chess' was getting boring.

dcm

5

VERDICT

Spectacular qualities, disastrous flaws. If the developers listen to the gamers though, a sequel would be well worth a look.

ALTERNATIVELY...

Tomb Raider • Issue 7 • 10/10
Core's masterpiece was the inspiration for UC

COMING SOON...

World's Scariest Police Chases • Fox
It mirrors the driving sections of Urban Chaos

November 2000 **dcm**
DREAMCAST MONTHLY

69



WALT DISNEY WORLD QUEST: MAGICAL RACING TOUR

Mario Kart goes Disney. Greg grabs his power-up.

THE WORD



"Experience the thrill of Walt Disney World Quest: Magical Racing Tour and find all the missing pieces of the Fireworks Machine. Speed around 13 raceways based on popular Walt Disney World Theme Parks and Water Parks, including: Space Mountain, Test Track at Epcot and Rock 'n' Roller Coaster."

taking the mickey

remember it like it was yesterday. Crowding around a friend's Super Nintendo console, playing one of the best multiplayer racers ever. Mario Kart was the game in question and since then there have been a legion of copycats trying to recapture the original's superbly fun action. The Dreamcast's first Mario Kart clone is (deep breath) Walt Disney World Quest: Magical Racing Tour (Disney Racing

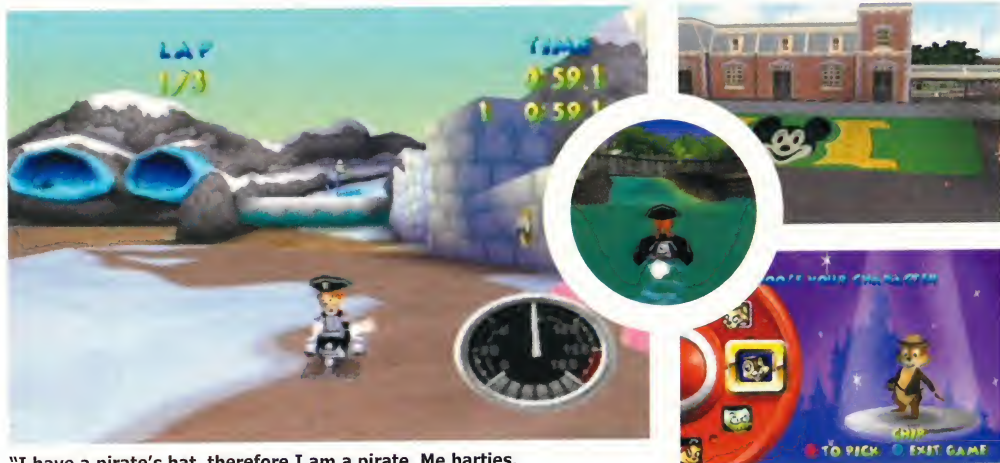
for the rest of this review!). As you'd expect the game sets you as a Disney character in a karting challenge but there's a bit more to it than that. As the inclusion of "quest" in the title suggests, you have to do more than simply race. The story tells you how Chip and Dale have accidentally broken the firework machine at Disney World. Fearing the consequences for tourism the little blighters need to race around the famous Florida attraction and

Ian says... "There's nothing new on offer here - sad really"



Hmmm. Just look at that amazing skyline. Blinding.





"I have a pirate's hat, therefore I am a pirate. Me harties.



find the pieces of the machine. Okay, so it's not exactly Final Fantasy but at least it puts your racing in some sort of context.

Your first decision is what character to choose. Each have their own special attributes for speed and turning, but luck plays a big part when you're in the race. Once on the track you'll find the controls are pleasingly responsive as you hurtle

TOURIST ATTRACTION

You get to race all over the Disney Kingdom and tourists will recognise many of the landmarks. Your races take place on normal concrete racetracks as well as desert, snow and water. Variety is the spice of life, eh?



there is little in the way of detail on the tracks

along. In keeping with the genre there are plenty of power-ups to be collected - though, of course, they have been fully Disneyfied. So, instead of dropping banana skins, you now drop teacups to slow down your competitors. As well as straight racing there are also coin collecting levels which add a good bit of variety. Of course, no Kart game would be complete without multiplayer and Disney Racing offers some good old split screen fun with arena and racing modes.

Been there...

Despite being well-known for their animation, the graphics on this Disney game are a mixed bag. To keep the speed up there is little in the way of detail on the tracks and plenty of pop-up and

glitches (particularly on the fog-bound multiplayer mode). Some of the backdrops are okay - especially when you see yet another famous landmark - but the visuals barely stretch your Dreamcast. Actually, the setting of the game is one of its main attractions. The tracks are based on real-life Disney World rides including Haunted Mansion and Space Mountain. You even get to see the Epcot centre as you speed by and it's this immersion into the Disney environment that will seal your feelings about this game. Collected all the Disney videos and been to the theme park 5 times? Then you're going to love this. If, on the other hand, you'd rather not spend precious free time with Jiminy Cricket then you'll be less keen on the offerings here.

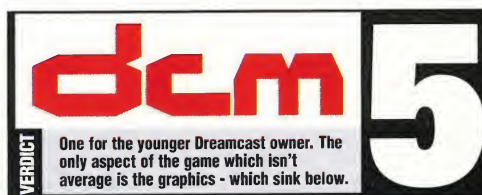


MIXED BAG

Power-ups are a crucial aspect of any Kart game but those included here are a decidedly mixed bunch. Acorns are your basic offensive weapon but more fun is had with the guided rocket that you control as it hunts for opponents. You can also turn your fellow drivers into a slow frog or send them spinning around in a teacup. Ahem.



In most Kart games the music plays second fiddle to just about everything but here there are some pleasing versions of Disney favourites. If you have ever been to the tourist attraction you'll probably recognise many of the tunes here, especially the atmospheric Haunted Mansion theme. But, once again, appreciation will depend on your level of Disney fanaticism. It's clear that the target audience for this game is the younger Dreamcast owner. The choice of Disney characters - Chip 'n' Dale, Jiminy Cricket, etc - is a definite tilt towards the less mature gamer who may have been more keen on playing as Goofy or Donald. That being the case, it seems that the developers may have turned the difficulty level knob up just a little too far. Some of your opponents are especially devious and it'll be a talented kid indeed who can conquer some of the later levels. Unfortunately there is little real incentive to get this far with the attraction of motorboats and other vehicles being minimal. It may be aimed at kids but Disney Racing is a distinctly average kart game. The courses are fairly uninspiring with some of the multiplayer ones a real disappointment. It's fun for a while, especially for children, but the combination of poor graphics and Disney dregs (Polly Roger indeed) make this hard to recommend. If you are looking for cartoon racing on your Dreamcast, try Wacky Races instead. ■ Greg Howson



ALTERNATIVELY...

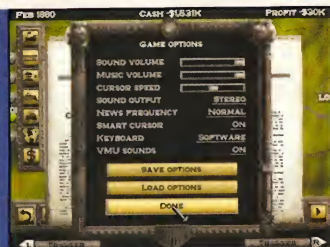
Crazy Taxi • Issue 6 • 9/10
The craziest taxi game in the history of gaming!

COMING SOON...

S/Wars Super Mombad • LucasArts
Super deformed racing action Star Wars style!

online...
www.tremor.net

THE WORD

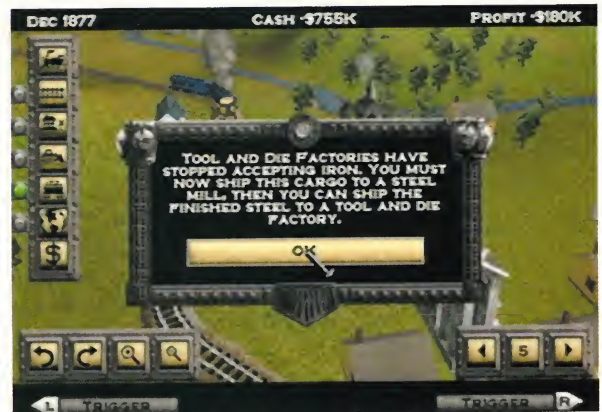


Our Dreamcast version is the one that will really blow the minds of strategy gamers world-wide. It's a significantly enhanced, full 3D version of the classic game, and will be published by Gathering of Developers early this summer.



RAILROAD TYCOON II

Trainspotter's heaven or thinking man's dream? All aboard...



New developments make you build on your toes

LINK AND WIN...

These nearby buildings are a grain silo and cattle yard, respectively. The latter is performing poorly and going cheap, but yields increase by 50% if it's well supplied with grain. Can you see a way to cash in?



blast while listening to Slipknot. Come to think of it, that Walkman's overspill is still preferable to the muzak in this game...

Silence is Golden

Right, now we've switched off the music, let's get down to the bare bones of the game. The aim of the game is, quite simply to make money from building and running a railroad - differing scenarios offer specific mission objectives Sim City style, but we'll come on to those later.

The bare minimum you need to run a railway is a length of track connecting two locations, a station at either end and (of course) a train. You get a choice of what you buy and build, all of which has advantages and disadvantages you must juggle to keep ahead of the game. For example, building double lines is more expensive than single ones, but carries more rolling stock (I'm picking up the lingo already)



London Station? What happened to Euston, Victoria, etc?

ride the gravy train

Reviews of games like this invariably start with wisecracks about hooded anoraks with thick glasses and Thomas the Tank Engine lunchboxes, standing in the rain on dirty railway platforms taking down the numbers of the railway engines. Me, I want no part of it. Resource management is a fine genre with a long and noble history in

pointlessly jotting down serial numbers in all weathers, think again.

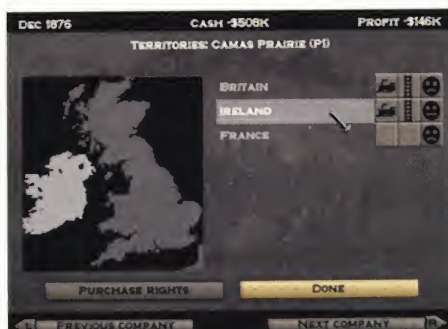
The first thing you do when you boot up Railroad Tycoon II is reach for the instruction manual and look up how to turn off that bloody awful crap that passes for in-game music. It really is abysmal, with its half-hearted blues choonz that use every musical cliché in the genre. It's about as welcome as the tinny

technological improvements and innovations change the shape of the industry as you go

videogames. I'm not about to compare this, the Dreamcast's first serious strategy game, with a mindlessly anal-retentive hobby just because it's based on the economics of railway building. If you're so clueless you think building up a massive industry based on transport and running it at a profit is akin to

tannoy on your local railway station that announces your train is already ten minutes late and it's not known what time it will arrive. As if you didn't know that already? And needless to say, there's always a snot-nosed teenager with his hat on backwards wrecking his eardrums by turning his Walkman up full





You can expand into other countries too...



and reduces the chances of congestion. Large stations can ship more freight and carry more passengers, but again cost more and take up more space. Obviously, you must gauge (no pun intended) how heavily used the stations are likely to be before deciding on their size. Likewise, trains must be selected for their speed, power and price. As the game starts in 1804 and ends in the Year 2000, technological

TUTORIAL MODE

Railroad Tycoon II has a comprehensive Tutorial Mode, which neatly eases you into this most intricate of games. Starting with a realistic base scenario (make money - lots of it), the game advises you what to do at every step and offers detailed instructions on how to do it. The menu systems look daunting at first, but with the tutorial they become as clear as daylight. Much better than reading a manual, which are usually about as comprehensible as the British Rail saver fares system...



Looks like your company's in financial trouble!

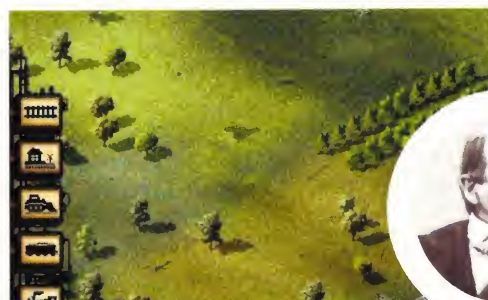
improvements and innovations change the shape of the industry as you go. Eventually electrified tracks become available, as do diesel and later electric trains. I mean, you could hardly run a modern railroad using steam trains could you? Whatever the romantics tell you, they were dirty, slow and uncomfortable, whereas modern trains are only dirty in the bogs, only slow when there are leaves (or other trains) on the line and only uncomfortable when they're crammed full and offer standing room only, which is whenever you can realistically use 'em.

Walkman's overspill is preferable to the muzak in this game

I digress - let's get back to the game. There's more to Railroad Tycoon II than ferrying other people's junk and strays. You can buy buildings and installations already present in order to get a grip in the means of production as well as transportation. For example, you might buy a cattle farm that's performing

extremely poorly. By also investing in a grain silo and connecting the two, the cattle farm increases production enormously. Link the cattle yard to a town to get the goods to market. Sounds simple, but it's amazing how easy it is to screw up. How? Well, despite the interface being very easy to use and as instinctive as it possibly could be, it's easy to lose track (no pun intended) of where your trains are, what's being delivered to where and how each of your businesses is performing. Remember the growing litter piles in Theme Park that told you your cleaning staff was undermanned, or the puddles of puke which showed you were placing your fast-food outlets too close to your more fearsome rides? Well, there's nothing like that here. It takes the patience of a saint to pause the game and go through them all one by one, but then, if you grow too fast I guess it's easy to lose sight of real-life business responsibilities too - take this as a warning against over-quick expansion.

Greg says... "If you like strategy games, you'll chuffin' love this!"





Bet that's a beautiful route to take

Off the Rails

Of course, there's more to Railroad Tycoon II than just endless track-building and money-making. Remember those scenarios we told you about earlier? Let's explore them further.

Each of the game's four campaigns (each of which has six missions) serves as a platform (no pun intended) for you to test different areas of your management skills. Instead of just making the most money, you might have to be the most profitable company in a set amount of time, reach your targets in ferrying goods from A to B and even a wartime campaign where you help the logistics of the war effort by taking troops to the front and repairing track damaged by enemy bombers. This gives the game some much-needed diversity that could otherwise be lacking.

Yet more diversity is added through the game's online option, which lets you compete

against up to three other players. Here you race to link the centres of business, grabbing the most profitable routes and installations for your own company while leaving the smaller routes to your competitors. Who said privatising the railways was a good thing? The only real drawback with online play is that while in the one-player game you set the game's speed yourself, from zero (paused) to a month game time per second real time, in the multiplayer mash it's up to the host to decide. If democracy prevails and you all agree to a set speed, all well and good, but take a further tip - buy a mouse. The joypad's as good as it can be for a game of this type, but it's still slightly cumbersome and never lets you feel you're fully in control. In a one-player game this is survivable, but when online and playing against human opponents, you really need that added advantage a mouse gives you (or equaliser if your foes

WHAT THE PAPERS SAY

The papers are one step ahead of the financial world. Every now and then your morning paper brings you news of a global (or at least nationwide) economic trend, letting you know whether you're heading for a boom or recession. Plan your spending around these peaks and troughs in the world's fortunes - expansion during a recession costs just as much as during a boom, but yields fewer rewards.



the aim of the game is, quite simply to make money

already have them). Here's hoping the Dreamcast mouse actually gets released this side of Christmas too...

'But is it any good?', I hear you cry. Yes it is - very good. The one-player game is truly engrossing, though the perspectives and interface can be quite cumbersome at times. The scenarios give a welcome break from standard money management, and the progress of time, with its inevitable effect on railroad



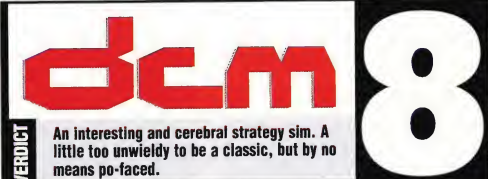
PC PERILS

The original version of Railroad Tycoon II was a pleasing PC offering released about a year ago. Although it used the same isometric perspective as the Dreamcast offering, it lacked the options to zoom in and out of the landscape, rotating and scrolling at will. Full marks to developers Tremor Entertainment then for souping up the Dreamcast version and taking full advantage of its phenomenal processing power.



technology, keeps the game fresh and exciting even when you're doing really well.

I can't help feeling I'd have enjoyed it even more if the team had injected some humour into it, à la Bullfrog's Theme series, with visible passengers climbing aboard the trains and sturdy labourers loading the freight, though this is hardly a fair criticism. Railroad Tycoon II was never intended to be tongue-in-cheek, and why should it be? There's room on the shelf for serious simulations too. Overall, this is a worthy Dreamcast entry into the strategy scene - from now on, let's hope it's full steam ahead (no pun intended)... ■ Ian Osborne



ALTERNATIVELY...

Deadly Skies • Issue 6 • 6/10
Earn funds to buy new planes

COMING SOON...

Black & White • Sega
The ultimate god game

November 2000 **dcm**
DREAMCAST MONTHLY

SAN FRANCISCO RUSH 2049

online...
www.midway.co.uk

Stunts n' shortcuts in 2049.
Greg races around futuristic 'Frisco



racing with wings

THE WORD



"The hit arcade Rush comes home! Drive your souped-up vehicle through the futuristic streets of San Francisco, catching serious air on strategically placed jumps! San Francisco Rush 2049 is the original arcade racing game with three action-packed games in one. Race, stunt and battle your way into the future!"



Tired of serious race games where engine tinkering is more important than power slides? Then San Francisco Rush 2049 may appeal to you.

Midway's Rush series has always been successful in the arcades, especially in America where its mix of racing and stunts warms the hearts of Yankees everywhere. Set, unsurprisingly, in San Francisco in 2049, the game offers some high-tech

racing with little use for plot or character. This console conversion is everything we've come to expect from the series. So you've got tracks that are full of shortcuts with plenty of opportunities to ram walls and flip over lampposts.

Cunning Stunt

There are three modes of play - race, stunt and battle - but as you may have guessed, Rush is not simply a bog-standard racer. Exploration pays a very important part in the game. The myriad shortcuts are not there simply to allow you to gain a better placing. Hidden away on all the tracks' nooks and crannies are coins (silver and



Saul says...

"Great, if all you're after is a quick thrash around"



Four player races are good, but battling with weapons is better...





Tapping the 'B' button sprouts wings mid-jump.

CARSICK



While this is no Sega GT your choice of car is still important. There are thirteen to choose from, all with different handling and speeds. Our favourite was the 70's style bruiser - perfect for recreating those Bullitt moments.



Now with Wings

One of the big innovations of the game is the aforementioned use of wings. By simply tapping the B button your car sprouts some very useful appendages. In the one-player race game these come in very useful when careering over the hills of

normally 60 frames per second. The use of wings, shortcuts and the three unique playing modes (and the Internet option) mean you are unlikely to get bored quickly. It does have its problems but if you fancy a bit of unrealistic exploration racing then this is for you. ■ Greg Howson

plenty of opportunities to ram off walls and flip over lampposts



gold) which unlock vehicles and other goodies. The amount of hidden extras is key to Rush. When loaded for the first time the options seem fairly sparse with only a few tracks and one stunt area open. It's only after extended play that you realise there is plenty more to discover (at least three other stunt courses for a start).

As much a part of the game as the racing, the stunt mode is good fun to play around with. The stunt arenas are loaded with ramps and ledges to drive your car off. Wings are crucial here as you don't get any points for a crash landing. And while it's quite amusing pirouetting through the air it does get annoying crashing for the umpteenth time.

The other game mode is Battle. Much like Vigilante 8 you, and friends, control a vehicle with a large gun perched on top. The quartered screen means it can get hard to see what is going on but the graphics keep their speed up and for a bit of car-fragging, it's great fun. Like the rest of the game there are still plenty of jumps and flying but now you've got heat-seeking missiles to contend with. Rush 2049's Battle mode is a surprisingly fun frag-fest.

San Francisco. Not only do they make landing easier but, when used at the right time, they allow you to reach those tricky placed coins. As do handbrake turns, which are crucial as well as fun. The reason? Well, as you zoom by those interesting looking shortcuts you can use the handbrake turn to spin yourself round (bit like Streatham High Street). And you're going to need to use all the shortcuts and back alleys to see all of the game.

While there isn't the online racing mode we may have hoped for, Rush does offer a welcome alternative. The Internet Ghost option allows you to download other users "ghosts" from the web and race them. While it's not as fun as a real-time confrontation, it at least shows a willingness to use the Dreamcast's online capabilities.

Unfortunately all is not rosy in futuristic 'Frisco. The speed of the game means you often can't avoid lamp posts and other obstructions. Not to worry though, as half the time you'll be driving straight through them. Other glitches include poor computer AI - your opponents stick to the same route whenever they can - and some occasional graphical slowdowns. Generally though SF Rush 2049 looks great and moves fast -

MODES

There are three main game modes - each with unlockable tracks. Race is your main option with six tracks to explore. Stunt sets you in a ramp filled arena and allows you to practise daredevil driving. Battle is a Vigilante 8-style multiplayer blaster, with big guns attached to cars.



dcm

It looks good and plays fast. SF Rush 2049 is a futuristic speed fest. If you like your games quick and brainless, look no further.

7

ALTERNATIVELY...

Speed Devils • Issue 2 • 9/10
Mix of arcade action and stragic betting system

COMING SOON...

World's Scariest Police Chases • Fox
Mad chases and crazy crashes - we can't wait!

November 2000 dcm
DREAMCAST MONTHLY



THE WORD



"The most electrifying brand in sports entertainment is coming to the Dreamcast, to create the ultimate in-er-face hardcore wrestling experience. Play as one of over 20 superstars in what can only be described as pure wrestling carnage."

WWF ROYAL RUMBLE

online...
www.thq.co.uk

It's time to bend bones with the colourful characters from the WWF once more, but with several key players having left or retired, has the organisation still got the moves?

tight pants



The Dreamcast's been crying out for a decent wrestling game for some time. WWF Attitude should have been king of the ring, but its over-use of the PSX engine effectively laid the smackdown on any chances it had of being a champion bone-bender. It was basically the PlayStation game with a few animations in the crowds, rushed out to make a lazy killing on the superior system before the company's agreement with the WWF expired. Our almost-finished preview copy even offered the PSX symbol buttons in the help screen!

ECW Hardcore Revolution was little better. Based on the same game engine as Attitude, but with far more Dreamcast-friendly

enhancements, but it still showed its PSX roots. The weapons and gore were a little understated too, considering that's ECW's main selling point. Check out its directory entry - "You won't be disappointed if you buy it, but it won't be long before another Dreamcast grappler blows it out of the ring". But has that game finally arrived, in the shape of WWF Royal Rumble?

Bruised Around the Ring

Let's start with the positive. The game's fast. Very fast. And smooth too. Unlike some cruddy efforts, where the 'action' involves watching two badly-



All in together, boyz...



the dreamcast's been crying out for a decent wrestling game for some time

animated lardballs plod around each other before locking up in ways which would defy a contortionist before executing a move so jerky and disjointed you wonder if it will ever end, here the characters move around the ring with grace



I don't wanna know what Mankind's doing with his foot!

MEET THE MAULERS

WWF Royal Rumble isn't blessed with a huge stable of characters, but the big names are present. The complete roster is:

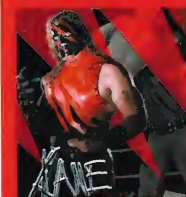
Main Characters

D'Lo Brown
Chris Jericho
The Godfather
Kane
Rikishi
Edge
Stone Cold Steve Austin
Mankind
The Rock
Kurt Angle
The Undertaker
Triple H
Big Show
Road Dogg
X-Pac
Al Snow
Matt Hardy
Jeff Hardy



Hidden Characters

Vince McMahon
Shane McMahon



and style, their moves fluid and complete, and above all, believable (or as believable as it gets in the wacky world of wrestling, anyway). Where in previous games there was a distinct pause before the lock-up flowed into a wrestling move, making it look clumsy and artificial, here they flow really well and look as

close to what you see on the goggle-box as you're ever likely to get in a videogame.

The graphics are pretty snazzy too. The fighters look just like their real-life counterparts, their skin tones and facial features looking spectacularly realistic. For once, their faces don't appear to be drawn on their heads. Nor do they appear to be assembled from a kit, with Photofit features offering a Frankenstein-friendly approximation of what the real mat-man looks like. Their costumes look like they're worn rather than painted on, and

TAKE AN OPTION...



The Options Screen features all the usual suspects - you can vary the difficulty, turn off the interference, turn off the rather peculiar feature that transports you to random locations and change the time limit. The game's as customisable as it needs to be, and thankfully includes a save feature to boot.



Someone's seen the light and turned to Allah...

the proportions are correct, eg. the 7'4", 500lb Big Show is a hell of a lot taller and meatier than X-Pac, a dwarf-like 6-footer and an anorexic 212lbs. He was previously known as The 1-2-3 Kid, fact fans. Too many wrestling games offer characters that are basically the same size and shape, with no appreciation of the locker-room realities of the sport, making WWF Royal Rumble a refreshing change.

It doesn't stop with the graphics either. Not only does the in-game action take place inside the ring, but the brave battlers can batter the buggery out of each other in the locker room, kitchen or boiler room (though why you're teleported there at random after a certain

master one character and you master 'em all

amount of time has elapsed is beyond me). Technically, wrestlers who fall outside the ring for ten seconds should be timed out, and sometimes that does happen, but the rules are always pretty relaxed in the WWF. Whatever fits the script...

Pinfall...

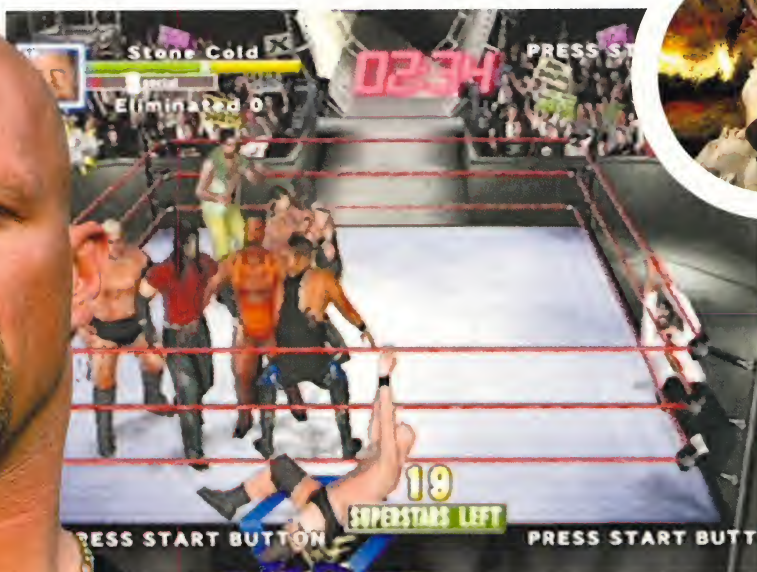
Unfortunately, the game low-blows as often as it power-slams. With all this attention to aesthetics, there are two huge gaps in the game's cosmetics. Firstly, where are the ring entrances? In real life, these can be as exciting and

thrilling as the fights themselves, especially if Kane or The Undertaker is on the cards. Their journeys to the squared circle are truly breathtaking, with real presence and atmosphere, but when the opening bell rings their limitations - oh ignore me, I'm a wrestling fanatic. The pizzazz surrounding the bouts is very much part of the WWF experience, though, and the Dreamcast is quite capable of offering

dazzling FMV video clips or spectacularly-rendered ring entrances; so where are they?

The other glaring aesthetic omission is even more unforgivable. Turn up those speakers. What do you hear? The roar of the crowd as a spectacular move sends the WWF faithful wild, a sickening thud as a wrestler bodyslams an opponent onto the canvas or simply socks him in the jaw, the hollow ring of the bell opening and closing the fights, the referee's three-count during a pinfall - where's the friggin' commentary? It's present in virtually all wrestling games. Even bone-benders not fit to lace this game's boots have it, so why doesn't WWF Royal Rumble? Beats the hell out of me...

Unfortunately, the game's failings aren't limited to the cosmetic either. As those in the know are aware, the game is being coded for both the Dreamcast and the arcades. This seems to have skewed the design in favour of





No crowding in the corner...

the coin-op, where pick-up-and-play action is favoured over in-depth technicalities. This is not necessarily a bad thing - there's been some great arcade-style American sports offerings on the home machines, with little to offer the hardcores but thrilling for the more casual fan. They only succeed, though, if the developers appreciate the essential difference between a coin-op and a home game, namely you pay for the home game in one go and must get then £40-worth of fun out of it, whereas if you get bored with the coin-op, you stop feeding it coins. Thus the game's lack of modes doesn't matter in the arcades, but is a serious problem on the Dreamcast. You get the Royal Rumble, an event where new opponents enter the fray every two minutes in an every-man-for-himself scrap where wrestlers are eliminated by being thrown over the top rope, and an Exhibition Mode, featuring one-on-one action with random (and hilarious) interference from other grapplers. This is great as far as it goes, but are two modes really enough? Still, the multiplayer action is excellent, with the game working well as after-the-pub entertainment.

Royal Rumble's final failing is that the characters just aren't different enough. Their real-life strengths and weaknesses aren't represented at all, with the aforementioned X-Pac just as able to bodyslam The Big Show as vice versa, despite his being over twice X-Pac's

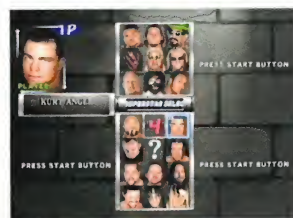
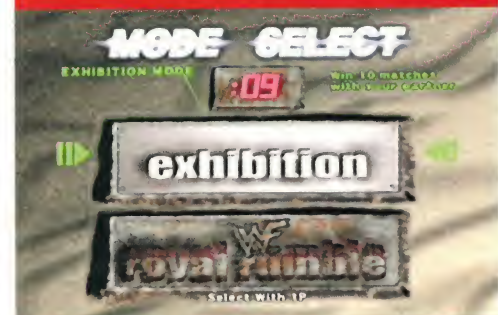
weight, and there's no difference in speed between the lumbering musclemen Kane and The Undertaker and lithe acrobats The Hardy Boys and Edge. Master one character and you master 'em all. We could do with a few more on offer too, the game offering a mere 20, only two of which are hidden, and as these are Vince and Shane McMahon (father-and-son suits who should never have let their egos take them into the ring), they might as well stay hidden.

Still, none of this stops WWF Royal Rumble from being the best bone-bender on the Dreamcast bar none, though again, the machine is capable of more. Hopefully a better game will leave the dressing room in a shower of pyrotechnics, growl menacingly at the cameras, powerslam this effort into the canvas and pin it for the one-two-three, taking its crown for once and for all. ■ Ian Osborne

russell says... "Blokes in tight pants cuddling a lot. no ta..."

PATIENCE IS A VIRTUE...

Why do videogames insist on doing this? WWF Royal Rumble gives you ten seconds to select your mode and another ten to select your character. Plenty of time, of course, but why put a time limit on it at all? In the arcades, where time is money and you can't let people hang around, but in the home it's just annoying. What if you go for a pee, make a cuppa or just flick through the manual, only to have the game start unexpectedly and without your prompting? It's a minor irritation, but an easy one for developers to avoid...



Who let fatso in?



ALTERNATIVELY...

ECW Hardcore Revolution • Issue 7 • 7/10
Good, but not great. PSX roots are showing

COMING SOON...

UFC • Crave Entertainment
Blows so realistic you can almost feel them...

TOKYO HIGHWAY CHALLENGE 2



The replays look great but are a little slow

In which lucky Dreamcast owners get to drive fast cars around the highways of Tokyo. Again...



THE WORD

As you gain victories, customise your car with over 100 parts, new paint jobs and stickers. You will need a finely tuned machine, as well as lightning reflexes and nerves of steel, if you want to become Emperor of the Highway.

highway to heaven?

GANG-BANGING!

There's certainly a lot of speed freaks cruising the highways of Tokyo which means you're never short of opponents to race. Wouldn't it be nice though, if you had inside information on all those rival gang members that you have to burn off the road? Well, you have. Just go to the rival section on the Quest mode menu and you'll get all sorts of useful tid-bits on the cars and gangs you're up against.



Picture the scene; it's late, you're driving home on quiet roads when all of a sudden, some souped up Japanese sportster roars up behind you and starts to violently flash his lights. What do you do? Slow down or speed up? Well, if you're the type who'd stick your foot down and show the boy racer behind who the daddy really is, then Tokyo Highway Challenge may be the game for you. If like me though, you'd rather hit the brakes, and annoy the sad (probably spotty and called Trev) little git trying to race you, then look elsewhere for your Dreamcast racing thrills.

Tokyo Highway Challenge 2 isn't a huge advance on its predecessor. It's still obsessed

obsessed with street racing

with street racing on the highways of Tokyo (funny thing that) and it still has absolutely no variety in the scenery, which was the biggest put off in the original. But when your game is based on one city's highways, how different is the scenery likely to get?



Up to scratch

The graphics aren't bad though. In fact, they're pretty much up to scratch for the stage we're at in the Dreamcast's lifespan. The cars are all solid and there's very little pop-up on the long sweeping highways. However, there's a certain lack of everyday traffic on the road. Which is down to the nature of the game. After all, how much traffic do you get on the highway at three in the morning, even in Tokyo?

Also down to the nature of the game, is the fact that the driving is often incredibly boring. The highways just don't provide the sort of cornering challenges that you get on a racing circuit. Even the sharpest corners can only be described as broad, and though brakes are required to drive a good race, the feeling of taking



a corner smoothly isn't half as satisfying as in games like Ferrari and MSR. Many of the races you encounter will include just one or two corners and some can end up being straight drag races, which to me, is no fun at all. I mean how enjoyable can going flat out in a straight line be? Not very, is the answer.

Adrenaline Inducing?

All is not lost though. The driving may not be adrenaline inducing and the track design definitely isn't inspiring, but Tokyo Highway Challenge 2 has a certain entertaining feel, that you're out for a cruise. In Quest mode the idea is simply to cruise the highways looking for rival gang members to race. Once you find a likely target you have to

you're limited in your choice of car. Do you go for a lowly Class C model and add some spunky new parts at the garage, or do you stretch your finances and step up to a standard Class B car? The choice is yours but make it a good one, as the car you get at the start of a Quest will be with you for a long time. Not in the same form though, as winning races awards you cash that can be spent on upgrading your car in several departments. Everything from a new spray job and body kit to engines and brakes can be changed using your hard earned cash. You can always get yourself a new car but earning enough to get you up into the Class A models will take an age, especially if you keep spending your cash on body kits and spray jobs. Still, this front end structure of buying better cars and upgrading existing models is the thing that Tokyo Highway Challenge 2 does best.

the driving itself is passable

move into position behind them and flash your lights. If the car accepts your challenge there's a short cut scene and then after a countdown, the race is on. The problem is, to get yourself an action packed race, you have to be lucky in your choice of opponent. Usually though, it feels like you're racing a 2.8i against a 1.1 as you go steaming past them, or vice versa as they just pull away into the distance. The difficulty level seems almost random, making the game even more tedious, whether you're winning by a mile, or losing by a long shot.

Your Quest...

Like the PlayStation's much-heralded, long-awaited but ultimately crap Gran Turismo 2, it seems that more effort has gone into the front end and game structure of Tokyo Highway Challenge 2 than into the gameplay itself. There are four modes of play; Quick Race is a basic arcade mode with a continuous stream of opponents to battle it out with; Time Attack, speaks for itself; Free Run lets you cruise the highways unchallenged and Quest forms the bulk of the main game.

Before you get into the gang-banging racing of the Quest though, you have to buy yourself a motor. There are three classes of car to choose from although none of them are officially licensed. This hasn't stopped Genki making the cars look very close to real-life Beamer's, Mercs and Subaru's to name but a few. Of course, at the start of the game you have very little cash so

Highway to hell?

Which is no way near enough for me to recommend it as worthwhile racer. In its very nature, Tokyo Highway Challenge 2 was always going to err on the side of tedium. I mean, how exciting can the layout of a highway be? And in the middle of the night, there's certainly not going to be a constant stream of traffic to weave in and out of à la Crazy Taxi. The driving itself is passable, but the environment it takes place in doesn't do it justice. It may have over 100km of highway to race on, and it may have a cool game structure where you choose your races against rival gangs but in the forthcoming age of Ferrari F355 Challenge and Metropolis Street Racer, Tokyo Highway Challenge 2 just doesn't cut the proverbial mustard. ■ *Saul Trewern*



The in-car view is the fastest way to play

Richard says...

"God, it's just like driving my mkII Astra."

SHOW ME THE LOGO

Sticker Edit



As well as body kits and engine enhancements you can also choose a natty new colour for your cars, as well as design stickers to plaster over it. Designing stickers couldn't be easier as it's done in the form of a very basic computer paint package. Don't expect cool results first time though, it can take a few goes to get it right for those less artistically inclined.



ALTERNATIVELY...

MSR • Issue 15 •

Watch out for next month's review.

COMING SOON...

Ferrari F355 Challenge • Acclaim

Forget the rest, Ferrari F355 really is the best.

November 2000 **dcm** DREAMCAST MONTHLY



SUPER MAGNETIC NEO

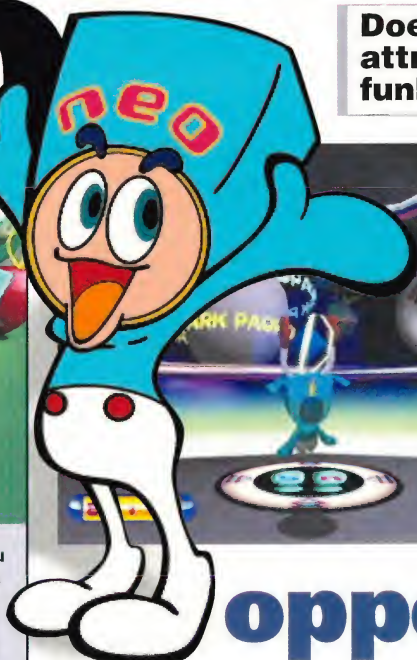


Does Neo's magnetic personality attract praise or scorn? Let's get funky and topple Pinki...

THE WORD



Pinki and her goons have taken over Pau Pau Park and it's up to Neo to set things right. Every facet of the game, from its zany appearance to its goofy character design and nutty score, is tailored to perfection."



opposites attract

SIZZLING SKILLS

Neo has several talents. He can leap into the air (pretty standard for a platformer) and run along at speed (and jump further while doing so), but he can also send out a magnetic field. This field can be pink or blue, representing northern and southern polarity.



No prizes for guessing where the inspiration for this zany Japanese platformer comes from. Those of you who upgraded your PlayStations to the Dreamcast will straight away realise Super Magnetic Neo doffs its cap to that marvellous marsupial Crash bandicoot. The

there's no doubt about it - super magnetic neo is fun to play

levels are super-small, but there are loads of them. They're grouped five to a world, with one of these being the boss character. Sound familiar? Also borrowed from our bandicoot buddy are the clearly-defined pathways from A to B, bordered left and right by impenetrable barriers. Make no mistake -

this IS true 3D, but the environments don't allow the sort of free-roaming experience offered by, say, Sonic Adventure or Tomb Raider. Restrictive or single-minded? Depends on your tastes, but it's definitely a design fact rather than a design fault, and it certainly works for me.

Something else that works rather well is the game's only real flash of originality. Neo is a magnetic robot, and is thus able to emit a magnetic field from his head. Bear with us - after all, this is a game not a submission to the awards committee of the Nobel Prize for Physics. Although true magnetic fields are invisible, for the game they're coloured blue and pink, representing southern and northern polarity respectively. And if you want to complain that this should be positive and negative not northern and southern, tell Stephen Hawking, not Dreamcast Monthly. We don't care!



We wonder if this makes his trousers fall down?

Magnetic North (and South)

So what do these energy fields do? Well, throughout the game there are devices and foes with a similar field of magnetic energy. Working on the principle that opposites attract and like repels, you can manipulate your environment and reach otherwise-inaccessible areas. For example, stand on a pink-magnetic pad and create a pink field and you're thrown

the more difficult leaps penalise failure with death, rather than letting you try again

into the air (repelled). To grab an energy orb floating above you (usually on rails and always taking you somewhere useful or beating a path through goodies), create a magnetic field of the opposite colour (attract). Baddie bots are sprung back when repelled by a field of their own colour, but drawn in and packed into an explosive box when faced with an attracting force. Needless to say, this box can be used as a weapon, and is sometimes essential to blow down a wall or other such blockage. An enemy standing on a plinth that keeps being replaced when trashed is a sure sign you need to do something with a baddie box. If all this sounds complicated, rest assured it works well in the game and soon becomes instinctive.

Indeed, the game has a far greater puzzle element than most platformers. Working out how to get past the next obstacle is all part of the fun, but also much of the frustration. Despite there being several restart points in every level, and the levels themselves are small anyway, it can get seriously frustrating. There are just too many sudden deaths to contend with. For example, you might have to throw an

FRIENDS AND ENEMIES...

There are many marvellous minions and masters to meet in this magical mystery monster mash, but with best buddies and bold baddies, you'd better not blunder. So which are your friends and which are your foes?

• Good Guys

NEO: Despite looking like a baby with a housebrick in the hood of his rompa suit, Neo is actually a magnetically-charged robot created by The Professor. He's also your game character. His AI is based on The Prof's brain waves, and he shares his traits and skills. In other words, he's excitable, energetic and eager to please.



THE PROFESSOR: The Professor created Neo to help maintain world peace. Or so he claims. In reality, he was showing off his skills. Like most videogame professors, The Prof is absent-minded and always thinking of his next invention. His greatest feat is the discovery of Super Magnetic Theory, of which Neo is a practical application.



PEEDEE: Although designed like a toy, PeeDee has advanced functions that really help your quest. He thinks he's The Professor's right-hand gadget, but in reality he's little more than a gopher.



• Bad Guys

PINKI: This tiny terror is the two-year-old leader of the bad crew. She's excellent at putting people down with her temper tantrums, and she's a control freak to boot. Make no mistake - she's the most evil baddie in the game.



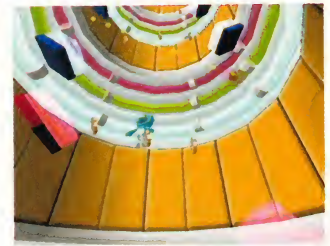
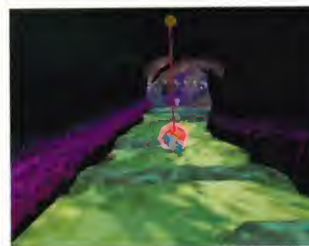
YASU: Pinki's gap-toothed right-hand man spends all day and night coming up with groovy new gadgets to promote his evil. He's brilliant, but also stingy, self-absorbed and confrontational. Don't listen to his life stories - he talks for England.



GASU: The third bad guy is the strong, silent type; not to mention thick. He loves banana milk and gets angry at the slightest provocation.



exploding box at a wall to knock it down, creating a bridge. Even in the first world, trying any conceivable solution other than the aforementioned box results in you falling to your death down a gap in front of the structure. Run at the wall, run and jump at it, jump with a pink field, jump with



Richard says...

"Younger gamers will no doubt be impressed"

Think Pink

Just about everything else, the game gets right. The graphics are cute and cuddly, and very, very colourful. The worlds they portray are sweet and sound, with hazards like falling rocks and monsters crossing the road (!) well telegraphed so you've no excuses if you run straight into trouble. The stages are varied, with bonus levels and action sections breaking up the pure platform action, and the muzak fits the game like Posh's knickers fit David Beckham. There's no doubt about it - Super Magnetic Neo is fun to play. However, every time a new puzzle or feature rears its head, you can guarantee you're going to die a lot. Perhaps this is a deliberate ploy to disguise the game's only other flaw - it's too short. Neither of these flaws are excusable and together they cost the game at least one mark, but even so, platform pounders won't be disappointed with Super Magnetic Neo. ■ Ian Osborne



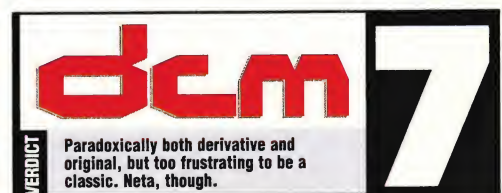
This was a wall until I threw a baddie box at it!

ALTERNATIVELY...

Sonic Adventure • Issue 1 • 9/10
Sonic's faster and freer than SMN.

COMING SOON...

Sonic Shuffle • Sega Europe
The sequel is still way off, but worth the wait.



ULTIMATE FIGHTING CHAMPIONSHIP



CHAMPION ROAD

The Champion Mode Road can only be accessed after you've won a silver belt by proving victorious at the Ultimate Fighting Championship. Once you can enter though, you get to go up against twelve of the toughest, most brutal sports fighters the world has ever seen. Don't expect the Champion Road to be an easy one, but with the action involved, it's certainly going to be a scenic drive.



"You wanna fight? Fight me", says Saul after just five minutes of no rules, bare knuckle Ultimate Fighting. Who says violence in games makes people wanna fight for real?



kicking

Videogame violence is an incredibly touchy subject in this day and age. Especially with the recent report from the American FTC that has jettisoned the topic back into the limelight, stateside at least. You can only expect things to escalate from here though, 'cos the toughest kid on the block is about to go public, and Ultimate Fighting Championship is the most

turns to amusement though. It isn't real life, it's simply a hardcore beat-'em-up that doesn't pull any punches (pun intended). Watching the fast paced violence on screen is just fun, and yes it is extreme, but it's only a game. And with this in mind the violence just becomes a laugh, but what a laugh it is.

Baying for blood

Especially in two player mode. Pummeling the crap out of your buddies on most fighting games is satisfying, but winning on Ultimate Fighting Championship really is the Ultimate satisfaction. There's no finer videogame moment

UFC is the most brutal, extreme and downright nasty beat-'em-up ever!

brutal, extreme and downright nasty beat-'em-up ever! And not surprisingly, we kinda love it.

Grotesque, gratuitous, but ultimately realistic, UFC is a top shelf mag compared to the Loaded standards of Soul Calibur. I was shocked when I first entered the caged Hexagon, and was promptly grappled to the floor, after which, a big bold white guy proceeded to pummel my face, causing blood to slosh on the canvas until I was knocked unconscious. The shock soon

than wrestling your pal down and then smashing his face in. You don't want to do it in real life, but as soon as you get into the action, you'll be baying for blood.

It's not all about wrestling though. The different real-life fighters (of which there are 22) all have varying styles of combat. Some are wrestlers, some submission fighters, a few pit fighters, some boxers and some martial artists. This makes every character as interesting as the next, and the action on screen as varied and entertaining as any other beat-'em-up. The fighters might have different styles but they're all heading for the same goal. To either knock



You can meet these two at the Blue Oyster Bar, if you're that way inclined



The camera angle changes to give you the best view

Richard says... "I'll remember that move for the kebab queue"

their opponents out cold, or get them into a lock where they have to submit by Tapping Out. The Tap Out win is basically where the wrestling moves come in and the clean knock out usually results from a standing scrap.

Bruised faces

All of this on-screen violence wouldn't be half as noteworthy if it wasn't for unbelievably smooth graphics and animation. The characters' limbs are all round, joints are well hidden and the skin textures are second to none. They all move with a fluency that the real-life Ultimate Fighters couldn't achieve too. There's not only a variety in the fighting styles either, all of them look incredibly different from one another with faces (we're told) that are very close to their Ultimate Fighting counterparts. The only problem with the graphics in fact, is that there is only one hexagon to fight in. Still, this is slightly made up for by the atmosphere created before a fight takes place.

The cut scenes show the fighters enter the ring in suitably confident style with the well-animated crowd cheering them on. All the while, the announcer is giving information on the fighters. Once in the hexagon the announcer bigs up the event then you meet the referee, after which it's time to get on with the actual fighting...

Punching problems

Which is where the problems start. 'What?', I hear you say. Yes Ultimate Fighting does have a few gameplay problems. First up, is that most of the time it feels like nothing more than a button bashing fest. There are two kick and two punch buttons to contend with and pressing certain combinations of buttons together will produce grapples and throws. There's also a plethora of combinations to learn but even so, you generally end up forgetting about this and steaming in fists-a-flying. Which is detrimental to winning as the power and stamina bars take a little strategy to control. There's just something about the action that makes it a little too random though. Luckily then, the results on screen are highly entertaining, otherwise you wouldn't stick with it at all, (especially as your thumb starts throbbing



with pain after about ten minutes!).

The second problem with the gameplay itself, is that the bouts are often way too short. This is true to the sport, as nobody could sustain the beatings dished out for long but as a videogame, it doesn't quite work. It gets even worse when playing a human opponent as bouts can be over within little more than ten seconds (it doesn't really make it any less fun or satisfying though). These few gameplay short comings don't destroy Ultimate Fighting Championship because the action is so entertaining/violent/sick (delete as applicable).

ufc is a top shelf mag compared to the loaded of soul calibur

Entertaining ruck

The rounds may be short and the gameplay a little random, but Ultimate Fighting Championship backs up the addictive on-screen action with a game structure that gives it a healthy lifespan. You can choose to fight an exhibition match, the Ultimate Fighting Championship, the Championship Road or play a full career. The latter makes up the beef of the game in a long run, as you get to create your own fighter, train him, then fight him up against the best of 'em. Training is easy - just spar with one of around thirty different partners and win to get Skill Points. These points can then be used to increase your player's stats, making him

IN TRAINING



If you choose a career as an Ultimate fighter, you have to first go to the training section where you can build your character up to the standards of a champion. This is hard work though, as every sparring partner you face becomes increasingly difficult and winning vital skill points becomes a hard job. Still you get to fight opponents in sparring that you don't actually see fighting in the tournaments. There are 31 sparring partners in total and beating them all will take a very long time, lots of skill and a couple of bleeding thumbs. Still, blood is what Ultimate Fighting Championship is all about.

a tougher fighter. Once you've got a strong fighter, you can also use him in any of the other modes of play, which is a nice touch.

Ultimate Fighting Championship has given us a headache on the review score front. It's got superb graphics and a structure that will keep you interested for a long time. However, with the actual fighting, it's not a case of how you do it, more like what happens when you do. It's as much fun to watch what's going on as it is to play. This doesn't make it worthy of the best DC beat-'em-ups like Soul Calibur and Dead or Alive 2. Still, as an entertaining ruck that will shock as well as amuse, you just can't beat (up) Ultimate Fighting Championship. ■ *Saul Trewern*



VERDICT What can we say? It's violent, it looks great and is highly addictive despite lacking on the gameplay front.

ALTERNATIVELY...

Dead or Alive 2 • Issue 13 • 8/10
Great graphics and in-depth gameplay.

COMING SOON...

Ready 2 Rumble 2 • Midway
R2R: Round 2 looks like it's gonna be a spectacle.



The car models are the chunkiest, funkiest and sexiest we're likely to see in a long time

FERRARI F355 CHALLENGE



From a monster three-screen arcade cabinet to the Dreamcast. Does Ferrari cane the opposition or was the transformation from arcade to home just a little too ambitious? Saul finds out...

thank you enzo

On the face of it, Ferrari F355 challenge doesn't stand a chance against the crowned king of console racing - Gran Turismo 2 on the PlayStation. I mean, what competition can a game that allows you to drive just one type of car, offer against a game that has over 500 cars to try? None, you'd think. Put another way though, what competition can a game that allows you to drive just one sleek, sexy and super speedy Ferrari F355 offer against a game that gives you reams and reams of standard, nondescript family saloons, that most of us wouldn't look twice at as they drove past? See what I mean?

The fact that F355 Challenge only lets you get behind the wheel of said Italian beauty, is the reason that it can offer one of the most realistic, yet playable racing experiences ever. Realism is the key with F355 so fans of arcade racers

such as Sega Rally and Tokyo Highway Challenge should steer clear of the heavy simulation action that F355 creates. It's not so realistic that things become boring and sterile, but the handling of the car feels completely how it should. Okay, this scribe may never have driven a sports fitted Ferrari F355 but as soon as you pick the joypad up and complete a lap, you know that this is exactly how one should drive.

Hard, very hard

This though, is partly due to the fact that you'll spend most of that first lap skidding, spinning out and crawling your way out of gravel traps. You see, F355 is very, very hard. You have to take every corner as if it were real, one tiny mistake and it's a trip to the Armco

for you. This doesn't mean that there's only one route through corners, and in no way does the action feel like a digital slot car simulation, but if you don't take the corners at just the right speed, you're simply going to lose it.

However, Sega have done an immense job in creating a perfectly angled learning curve. After your first few races of driving like a blind drunkard you'll start to feel at ease with the controls, and corners will become a little less terrifying. Make it past this point (and to be honest, I nearly didn't) and things start to become a little more instinctive, until you reach the point where you really feel at one with the way the cars handle. It sounds sad I know, but once you've cracked it, you almost feel a certain link with your digital Ferrari. You've got to be there though really.

After taming the F355, the fun really begins as you start to become competitive against the CPU controlled Ferrari's. Which is when F355 really comes into its own. Even on the easiest settings with an automatic car, your opponents will be all over you like a rash. From the very first corner you'll be in the thick of the action as eight cars all battle for the same line with the results sometimes being carnage, and other times the smoothest, fastest and most addictive racing action you'll ever encounter. If you want intelligent opposition, F355 is the pinnacle. It'll take you an absolute age to win your first race on even the easiest tracks and when I say win, I



You can watch the car in front for braking points



With graphics this good, you'd expect there to be a loss of detail and speed in the split screen two-player mode but somehow, they've managed to make things just as fast paced and good looking as in the single player mode. It's also a whole load of fun because you get to beat your mates in a real simulated test of who is the best driver. What could be more fun than that? Well, taking on your mates in full screen, by using a link up cable, two Dreamcasts, two copies of the game and two tellies. Alas although the Japanese version is link-up ready, there are no link-up cables available in the UK, hopefully though, this'll be sorted for the UK release.

Russell says...

F355 is the definitive racing simulator

It can offer one of the most realistic, yet playable racing experiences ever

mean it. You have to actually overtake cars that are racing you, unlike nearly every other racing game where CPU controlled opposition merely provides several moving roadblocks for you to negotiate. Which is why winning feels like such an achievement.

Simply the best

In transition from the arcade Sega have had to beef things up to make F355 acceptable for the home market. But nobody would have thought that the home version of the game would come with eleven, count 'em, eleven tracks. That's eleven of the finest, most challenging and detailed tracks I've ever seen. From favourites like Suzuka and Sugo to ovals and even the new F1 circuit at Sepang. Every single track will have you hooked, and they all offer a different type of challenge. From the tight intricacies of Suzuka, you get the flat out speed of Monza and then to the short sprint and cornering of the excellent Sugo. The range and style of tracks is unbelievable, and although you have to earn five of them, the starting six will keep you satisfied for months.

Surely, with the best AI, car handling, gameplay and track design, Ferrari F355 Challenge has to have a fault. Maybe the graphics? Well, no actually, the visuals on F355 are some of the best I've ever seen. The incredible variety of scenery, the chunky solidness of the tracks and the fantastic looking opponent cars wipe the floor with all other



racing games. You even get to drive on the circuits at different times of the day which effects the sky and the lighting on the tracks. It's details like this that seal Ferrari's fate as the best racing game I've ever played. It does have one fault though. The music sucks, but then it's a Japanese game so what else can you expect? Don't worry though, it can be turned off, with the superb sound effects left in tact. Despite the music, Ferrari F355 Challenge is the most complete racing game that home consoles have ever seen. In pulling no punches and staying pure with just one car, it wipes the floor with Gran Turismo 2's five hundred cars but crappy, over complicated gameplay. I've no hesitation in giving it full marks but just bear in mind that it's out over here before Christmas, so even though the Jap version gets a perfect ten, we'd advise you to wait a few months for the Pal version. ■ **Saul Trewern**



The lighting changes depending on what time of day you're racing

10

VERDICT Even in it's Japanese format Ferrari F355 Challenge is the best racing game to ever grace a home console. Period.

ALTERNATIVELY...

Sega Rally 2 • Issue 11 • 8/10
Still very playable and there's lots to it.

COMING SOON...

Metropolis Street Racer • Sega
Realistic, challenging and a lot of fun (see it next ish).

GAME

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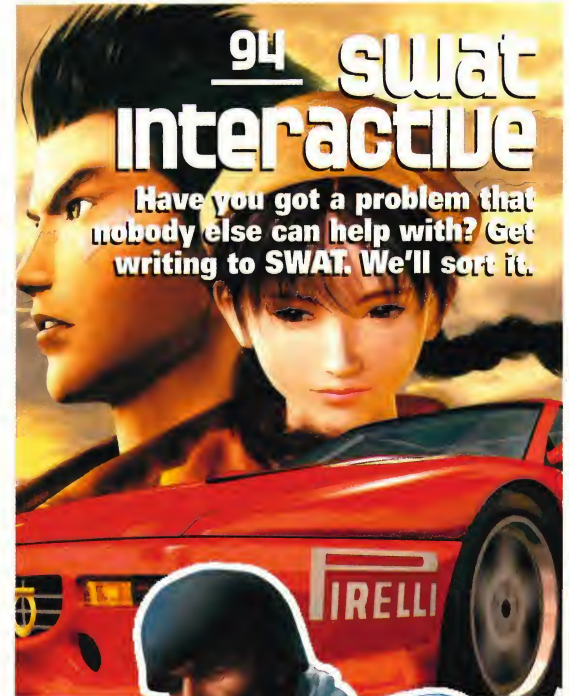
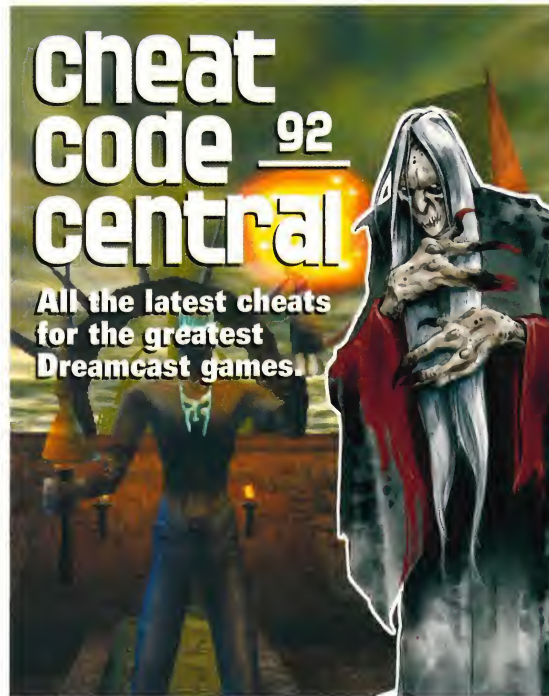
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inserting Pokémon Pinball. Now you can
take that high score and be home in
time for the limit.

**ON SALE
NOW...**

swat content**solutions, walkthroughs and tactics**

Another month of merry cheating has passed us by, it's just lucky that Dreamcast's don't run on petrol! The only driving we've been doing this month is on superb Dreamcast racing games like Ferrari and Metropolis Street Racer, more of which you'll see in swat in the coming months. What of this month though? Well, we kick off with a sortie into wartime Europe with the first half of our complete walkthrough to Take 2's addictive and brain bending Hidden & Dangerous. Following this, we've put together a player's guide for Powerstone 2. Read it, remember it then burn it. You don't want your mates having the same advantage as you, do you? Look out too for the usual high quality cheats and check out swat interactive; if your letters or scores didn't make it in this month, don't give up, keep hammering away at 'em and next month it could be you.

See you next month...

SaulSolutions Editor
saul.trewern@quaynet.co.uk

CHEAT CODE CENTRAL

get the most from your dreamcast games with dcm's cheats, hints and codes...



space channel 5

Hard Level

Just complete the game on normal once then make sure you save it and you'll be able to play a harder version of the game.

Hot Ulala

Get a rank of 95% or above and you'll be able to see Ulala get really rather hot (she'll be on fire!).



ecco the dolphin: defender of the future

There's a cool secret that allows you to play dolphin soccer with one of your rival clan members, which can be found on the Powers Of Levitation level. Swim to the large building near the centre and look for the information shard. Go into the building from here and swim on until you reach an oval door, then continue forward and go through the organic doors in this section until you reach

the chamber at the end. Now turn and face the entrance and you'll notice a section of wall to the left moving in the current. Swim through the wall and you'll find a secret room and a stealth power-up. Collect it and go back out and swim over to the yellow lights at the back of the room. Hit your nose on the right light and you'll get the chance to have a soccer match with another clan member.



nightmare creatures II

Restore Health

This one's simple, whilst playing with low health, hold X, Y and B to replenish your health bar.



time stalkers



Cloning monsters

It's possible to clone a monster and then download it to another VMU file, whilst still keeping the original monster.

1. Make sure that you have the 'Moon Lighter' or 'Moon Lighter S' items in the town area.
2. Go to swords house, save your game and walk to the VMU machine at the monster's house.
3. Download the 'Moon Lighter' or 'Moon Lighter S' mini game to your VMU.
4. Download the monster you want to clone and exit the monster's house without saving, then turn the game off.
5. Turn the game on and select the save file on the second VMU. Go to the monster's house and load the monster from the VMU. If you've done it properly you'll have the same monster on both VMU's.



wwf royal rumble



Unlock Shane McMahon

Beat the game on Exhibition Mode on any difficulty level.

Unlock Vince McMahon

Beat the game on Royal Rumble mode on any difficulty level.

Change Background

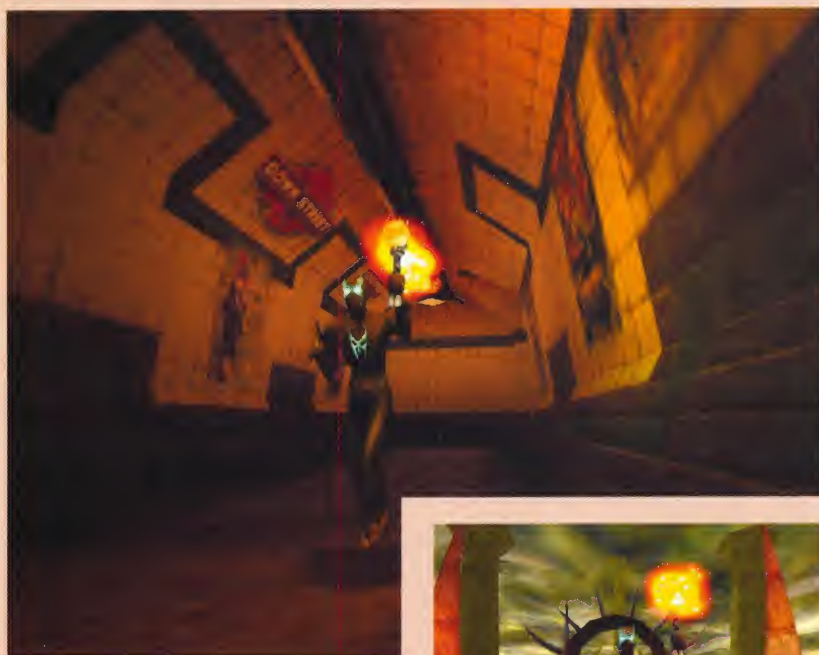
Enter the ranking section and view each section. Now when you return to the main menu it will have a different background. Keep doing this and you'll get a different background every time.

No Rules

Well, this isn't actually a 'No Rules' cheat, just a way of knocking the referee out for about fifteen seconds, allowing you to get on with some serious pummeling. To do this, all you have to do is get a weapon and hit the referee twice. You'll get a message saying, "The referee has been knocked out". You can now get as dirty as you like for a little while.



shadow man



Big Head mode

You can unlock this secret at the Asylum: Playrooms area. Go to the cell section (with the pool table and playpen) and you'll find five doors on one side. Enter the middle door and you'll get the 'Secret Unlocked' message. You should now have a new option at the main menu called 'Secrets' and in it you'll find the big head cheat.

Deadside shotguns

Go to where you get the baton at the Temple of Life in the Wasteland. There are several altars around. Keep pressing action on them and when you find the right one you'll get the 'Secret Unlocked' message.

Disco mode

You'll need the gads that allow you to walk over lava first. Go to the Cathedral of Pain and go through the door on the left or the doors at the end of the room and jump through the hole. You'll find yourself in a room full of lava. Head on until you come to a room with rotating spikes on a pole. Go to the other end and get on the pole and run down until you see an area with some Pigmen. Look in here to find the secret that gives you disco mode.

Pea soup mode

Go to the Blood Pool at the Temple of fire and find the room with the ramp going up the left side, which leads onto another ramp that takes you to a button. To the left is an opening in the wall. Use the railing above to reach it, and pull yourself up. You'll get the 'Secret Unlocked' message and the cheat will be yours.

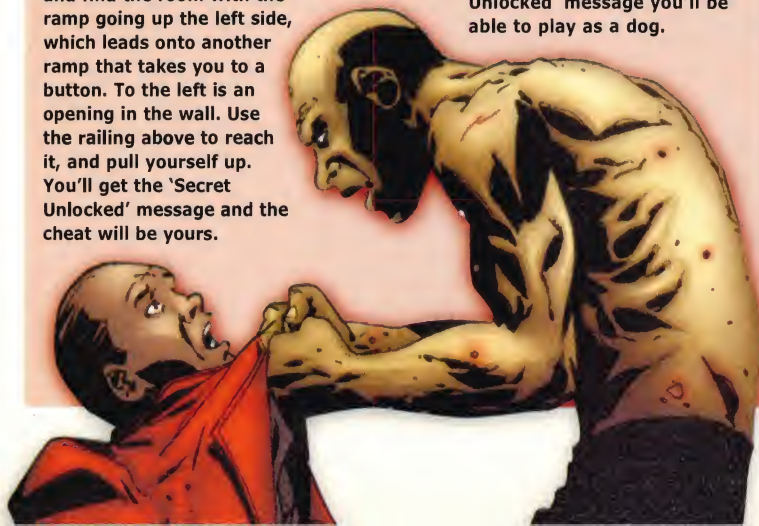


Play as Nettie

At Mordant St. NY follow the hallways until you see a lever. Pull it to turn the lights on, go to the elevator and go up to the third floor. Look for the brown floor panel and jump over it and then jump again. If you did it correctly you'll get the 'Secret Unlocked' message. If you fall through, use the bear to warp back and give it another shot.

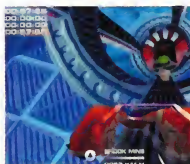
Play as a dog

At the Asylum: Gateway jump down to the path on the left by the door and follow it until you reach a room with a Govi and some boxes. Use the boxes to reach the rafters and jump across to the third one. After you get the 'Secret Unlocked' message you'll be able to play as a dog.



magforce racing

Enter the following codes on the high score screen after a race:



MISSI
TURBO
GHOST
AUTOM
RETRO
JOHN M

All power-ups are Triple Missiles
All power-ups will be Turbo Rams
All vehicles and power-ups become invisible (yeah great!)
When you use Turbo Ram you'll get an autopilot
All the sound effects change
Renames items and weapons as 'Malkovitch'

fighting force 2

Infinite Health

Do the following combination on the title screen:

← + → + Y + A + Left (on analogue stick)

Fireworks

After beating the game go to the options and there'll be a new one called 'Firework'

Level Select

Do the following combination on the title screen:

← ↑ X ↑ → Y



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SWAT interactive

IT DIDN'T TAKE YOU LOT LONG TO PILE IN WITH THE QUESTIONS FOR SWAT DID IT? WELL, WE GOT WHAT WE ASKED FOR DIDN'T WE? HERE'S THE BEST OF THIS MONTH'S SWAT MAILBAG...



Send all SWAT correspondence to the address below:

SWAT Interactive, DCM
Quay Magazine Publishing,
22 Strand Street,
Poole, Dorset
BH15 1SB

12 IT 'CO2 I 12 A PIRATE?

Dear Swat

A friend at school has told me that it's now possible to copy Dreamcast Games on a PC. Is this true, and also how do I go about it on my dad's PC. I don't get much in the way of cash at my age so it would be great if I could hire or borrow games and then keep a copy of them for myself.

Jonas Wright, Hereford.

Swat: Frankly Jonas, your letter has disgusted us. If you play copied games you risk the long arm of the



law coming down on you like a ton of bricks. We don't vindicate piracy although we know games are expensive. If games went for a fiver a time officially, you'd never see the quality of Dreamcast beauties such as Ferrari, Jet Set Radio or Virtua Tennis. People like to get paid for their work, you know. So, we wouldn't tell you how to copy a Dreamcast game even if we knew how. Got that?!

SHENMUE WHAT!?

Dear Swat

Great job on the mag, I make sure it's the first Dreamcast one I get every



month. Anyway, enough ass licking. I'm just writing to ask about Shenmue. I've read so much about it and it looks absolutely amazing. From what I can see it's a brand new game concept and it looks like taking my favourite genre (RPG) well into the 21st century. What I want to know is when is it DEFFINITELY out in England and also is there really going to be up to 48 Shenmue games? I hope you can answer my questions as I haven't been looking forward to a game as much as I have Shenmue for years.

Andy C, Birmingham.

Swat: Shenmue should be out on December 1st but before you jump for joy, be aware that it has slipped several times already, although Sega are pretty sure of this pre-Xmas date. Let's hope so. As for the 48 Shenmue games, well it's not quite like that. There was talk of there being 48 chapters of Shenmue, maybe spread out over sixteen games. Of course

this can never be certain as each chapter will be such a massive project it would be impossible to plan it out over sixteen different games. After all, George Lucas didn't know that he'd want to build on the Star Wars films until nearly twenty years afterwards! We can tell you though, that Shenmue 2, is set to contain chapters 2 to 5 of the massive Shenmue story.

VIRTUA BOWLING



Dear Swat

I've just got my hands on Virtua Tennis and must say that I absolutely bloody love it, to put it bluntly. The bonus games are cool and I'm spending a lot of my time on the ten pin bowling game. The problem is, I cannot believe that's it's possible to get a perfect 100 score, even though this is what you have to do to beat level 3. My best score so far is an 87!

Arron Carter, Salisbury.

Swat: To tell the truth Arron, as much as we'd like to give you a strategy for getting that perfect score, we can't. We set a challenge for it last month in Swat to see if anybody has got it yet. It's one of the hardest things in the game, and we have to admit, it's down to luck as much as it is judgement. Although hours and hours of practice does help.





TEAM SEGA

Dear Swat

I know it's not exactly the best football game in the world but Virtua Striker 2 is about the only one that's worth playing on the Dreamcast (where's ISS?) so I've played it to death. I'm getting a bit bored of it now so I was wondering if there are any cheats or extra teams for it. Can you let me know please?

John Preston, e-mail.

Swat: You're right John, the Dreamcast really does have to get itself a decent football title. So come on Konami, how's about it? Anyway here's a few cheats to get you some extra teams to play around with:

At the team select screen highlight the following teams in order and press start on each one:

FC Sega

France, Chile, South Africa, England, Germany, Argentina.

MVP Yuki Chan Team

Yugoslavia, USA, Korea, Italy.

MVP Royal Genki Team

Get the above team highlighted then hold start and **A**. You should hear the word 'rainbow' if the cheat worked.



SOUL CHEATER

Dear Swat

As much as I hate the PlayStation, I have to admit that Legacy of Kain: Soul Reaver, makes a shit-hot Dreamcast game. If a little hard. Which is why I'm writing actually. Are there any cheats for it to make life a little easier, or am I going to have to struggle through and pull my hair out as I go?

Martin Welch, Dundee

Swat: There's a whole load of cheats for Soul Reaver Martin but you said you only need a little help, so try these out for size:

Upgrade health to next level

Pause the game and hold the left trigger then hit \rightarrow **A** \leftarrow **Y** \uparrow \downarrow

Refill health

Pause the game and hold the left trigger then hit \downarrow **B** \uparrow \leftarrow \uparrow \leftarrow

POWERSTONE VMU



Dear Swat

I've just bought a second hand copy of Power Stone and think it rocks. I can't wait for the sequel, but in the meantime, I'm told that there are some VMU mini games to play. So go on, tell me how to get them. Cheers.

Rick Daley, Worthing.

Swat: Don't mention it. There are three VMU games to download, which you get on completing the main game for the fifth, sixth and seventh time. The games are Fokker's Plane Chase, Ayame's Ninja Star Throw and Gunrock's Slots. You'll need a completely empty VMU for the games but it's worth it as doing well in the games gives you points that you can use to open more pages of the Power Stone book.

SWAT scores

It seems that we've got some competitive souls out there as we've had a great response to last month's three challenge games. Check out below for the results of last month's challenges and for a few more games that we'd like to see some decent scores on. Carry on sending in your scores for Virtua Tennis, Tony Hawk and Sega Bass Fishing, though. By the way, the winners of the Dreamcast carry cases we were giving away last month are Tony Bryant from London, Lee Stone from Peterborough and Tom Reed from Manchester.



TONY HAWK SKATEBOARDING

Position	Name	From	Score
1.	Tony Bryant	London	131,023 (Single combo)
2.	Sam Laurence	Swindon	124,976 (Single combo)
3.	Paco Swaine	Dorchester	98,845 (Single combo)
4.	Imran Elhaso	Southampton	78,245

VIRTUA TENNIS (PIN CRASHER)

Position	Name	From	Score
1.	Lee Stone	Peterborough	91
2.	Paul Collins	Ealing	90
3.	Shelly	Cornwall	88

VIRTUA TENNIS (BULL'S EYE)

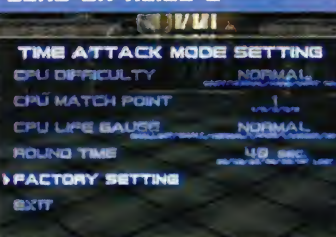
Position	Name	From	Score
1.	Christian Niel	Leeds	7250
2.	Seb Partridge	Nottingham	6650
3.	Daniel Newton	Hartford	6400

new challenges

SEGA BASS FISHING

Position	Name	From	Score
1.	Tom Reed	Manchester	9645g
2.	John Fletcher	Wakefield	9547g

DEAD OR ALIVE 2



Okay, Soul Calibur is the undisputed heavyweight champ of the beat-'em-up arena, but Dead or Alive 2 comes in a close second, whipping the PS2's pansy assed Tekken Tag Tournament with ease. Anyway, we want your times for completing the Time Attack mode. You should have the CPU difficulty on Normal, Matchpoints set to one, the CPU Life Gauge as Normal and the round time on 40 seconds. So with all that set-up, get fighting and get your times sent in.

SYDNEY 2000

This one really couldn't be simpler. We want your fastest times on the button bashing fest that is the 100m sprint. This really should sort out the men from the boys so don't embarrass yourself by sending in crappy times. We want to see some sub ten second times before we hand out any prizes!



Send all SWAT SCORES entries to: SWAT SCORES, DCM, Quay Magazine Publishing, 22 Strand Street, Poole, Dorset BH15 1SB

hidden & dangerous

[WALKTHROUGH]

PART ONE

The SAS motto of Who Dares Wins certainly counts on this corker of a game from Take 2. However, without daring to accept our help, it'll be more a case of Who Dares Smashes Their Dreamcast Up In Despair. No, seriously, you do need this walkthrough...



PERSONNEL

Name
Rank
Speciality
Shooting
Reaction
Stealth
Strength
Endurance

Robert Vanguard
Private
Sniper



95
70
65
65
60

Name
Rank
Speciality
Shooting
Reaction
Stealth
Strength
Endurance

William 'Mad' Calvert
Major
Machine Gunner



80
85
75
60
80

Name
Rank
Speciality
Shooting
Reaction
Stealth
Strength
Endurance



Paul Mountbatten
Major
Machine Gunner

80
100
75
50
45

Name
Rank
Speciality
Shooting
Reaction
Stealth
Strength
Endurance



Geoffrey 'Frankie' de Throi
Lieutenant
Utility
75
80
60
60
80

NOTE:

You can follow the briefings to a tee if you like, but these usually rely on you keeping all of your squad safe. Which rarely happens. The following walkthrough is how we completed the game. Bear in mind, though, that there are many ways to complete each mission. So as long as you complete all the goals, it really doesn't matter how you do it.

Campaign 1: Operation Iron Swarm - Italy

Mission 1 - Amber Arrow

Difficulty: 3/10

Goals

Cross bridge
Reach truck at meeting point

Squad

For this relatively simple opener, a sniper and heavy machine gunner are required, backed up by two basic soldiers carrying sub-machine guns and some grenades, just in case.

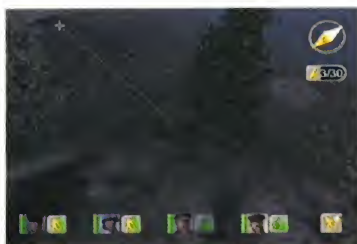


1. Take control of any of your men and group the unit together. Get them to follow you along the river until you see a hut on the left with a rock in the ground to the right.

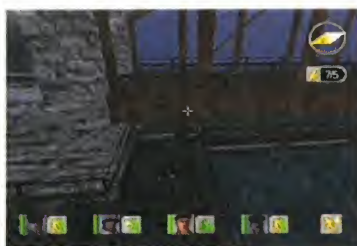


2. Lay your sniper on the deck just to the left of the rock and run your heavy machine gunner up the hill to the left of the tree there. Have him pointing towards the rock to take down the guard that runs out.

3. Now snipe the enemy soldier walking past the concrete on the bridge, and your machine gunner should spring into life to cover you. Once the area is cleared, spray some heavy machine gun fire along the length of the bridge, then regroup and run to the bottom of the bridge.



4. Don't attempt to walk directly over the bridge. Instead, take all of your men under the bridge on the service platform. It's an idea to send two down each side as it makes taking the enemy out at the end that little bit easier. It's not essential, though.



5. When you reach the end of the bridge, there's enemies to the left of the track and enemies directly in front, but to the right of the track. Kill the enemies on the left first to draw the remainder out. Use your sniper to start this battle, but you may want to finish it off with your utility soldiers.



6. Now head to the right unchallenged, until you reach the parked truck. Once all of your men are past it, the mission should end. If it doesn't, run around the truck for a little while until it does.

Mission 2 - Heart Of Bell

Difficulty: 7/10

Goals

Free captured pilots
Destroy oil tanks
Reach escape point

Squad

Make sure you take a sniper with you, or you'll never get through the mission. As for the remaining three soldiers, it's entirely up to you, but a heavy machine gunner may come in handy.



1. Take your squad forward along the tunnel until you reach the first ladder. Climb up and position your men slightly to the right of the oil drum facing the building. Now



making sure you have cover, crawl out with your sniper and kill the guard in the tower at the end, and the one that walks past the tank to the left.

2. Now, with your machine gunner leading, take your squad towards the tower and stop when you reach the last oil drum. Place your gunner in a covering position, then roll out your sniper to take out the guards to the left on the grass. This clears your way to walk along the road.

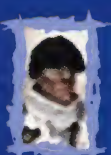


3. Go past the first set of tanks then go left and through the middle of the second set. You see a large open area with a building at the end. Get your sniper out and zoom in to the left of the building. You see a tower with a guard. Kill the guard.

4. Now, leaving your sniper and a utility soldier (with explosives), head towards the building, watching out for any remaining guards as you go. When you reach it, head left to the corner and wait there.



Name	Lasse Thekjus
Rank	Lieutenant
Speciality	Utility
Shooting	70
Reaction	80
Stealth	65
Strength	70
Endurance	75



Name	John Whinston
Rank	Lieutenant
Speciality	Machine Gunner
Shooting	70
Reaction	65
Stealth	75
Strength	100
Endurance	80

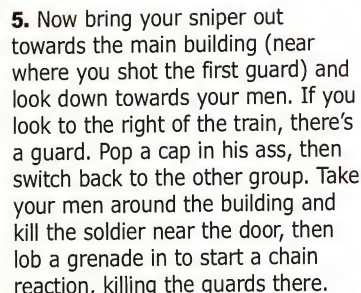


Name	Sir Thomas 'Lord Mule' Woolley
Rank	Lieutenant
Speciality	Machine Gunner
Shooting	70
Reaction	65
Stealth	75
Strength	100
Endurance	80



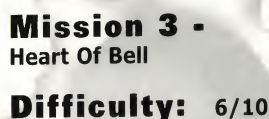
Name	Anthony 'Eye' Switcher
Rank	Lieutenant
Speciality	Sniper
Shooting	80
Reaction	90
Stealth	100
Strength	50
Endurance	30





6. When you run into the building, turn right and look up to shoot the remaining guard then climb the stairs to the top level. Go to the door on this level and shoot the German inside then speak to the man there who tells you that the hostages have been moved.

7. Take your two men back to the escape point (the ladder you first used to get up to this level), then use the two you left behind to set the charges on the oil tanks. The tanks you need to destroy are on the far left and far right. After the fireworks, run back to the ladder and join your compadres, then go back towards where you started and keep running to complete the mission.



Goals

Free captured pilots
Destroy transformer
Destroy tanker
Escape

Squad

Just the basic stuff here. Take yourself a sniper, a machine gunner and a couple of basic soldiers for back up. You need some timed charges, so be sure to pack them.



1. Head past the building on the right and position your men at the back of the train there. From here, use your sniper to take out all of the German soldiers you can see in the AA emplacements. Now take your sniper to the left of the train and kill all the Germans there.



2. With a utility soldier taking the lead, head to the farthest gun emplacement on the right of the train. Be ready for action, though, as there may be a German or two lying in wait.

3. From the gun emplacement, head north-east and leave a sniper near the building. Then continue across with the remaining three



men to the platform. Head along the platform and when you're near the station building, bring your sniper back to join the group.

4. Before you get to the station, make sure you kill the troops in the gun emplacement. This is best done from the cover of the train on the platform, with your sniper. After clearing the emplacement, take your sniper over to it and take any guards out. near the station door.



5. Run your three soldiers to the station once the area is safe, and kill the single German inside, then speak to the man there who tells you that the prisoners have been moved again.



6. Grab your sniper and head north past the station. Take out the soldier in the tower then move forward and kill the two guards standing near to the transformer.

7. You now need to use one soldier to set a charge at the transformer, and another to blow up the tanker. Use the map to do this if you like, or

position both men near their targets and swap between them, changing the times on the charges so they blow close together. This way saves a lot of aggro on the map, but isn't quite as clean. Before setting the charges, though, make sure your men are ready to get to the exit fast.



8. After both charges have blown, collect all your men and get to the exit point (the same as the start) as fast as possible, as your bombers are about to tear the place apart.

Mission 4 - Phoenix Fall

Difficulty: 8/10

Goals

**Destroy three
armoured carriages
Kill all enemy soldiers**

Squad

You're gonna need a sharp-shooter (top class), a machine gunner and two utility soldiers. Make sure you have a strong team member as there's loads of stuff to pick up. Also, you need a bazooka, preferably with three rounds to make things easier.



1. Take charge of your team with the sniper leading, and head up the hill slightly to the left of the road. When you reach the top, take your sniper and hit the deck,



Name	Jiri 'Butcher' Trebiskey
Rank	Sergeant
Specialty	Utility
Shooting	75
Reaction	60
Stealth	55
Strength	100
Endurance	80

Name	Chester 'Fairbairn' Ranking
Rank	Sergeant
Speciality	Utility
Shooting	75
Reaction	75
Stealth	85
Strength	80
Endurance	75

Name	Andreas 'Dutch' Gulp
Rank	Sergeant
Speciality	Utility
Shooting	75
Reaction	70
Stealth	80
Strength	80
Endurance	70

Name	Daniel Paczowski
Rank	Private
Specialty	Utility
Shooting	80
Reaction	75
Stealth	55
Strength	70
Endurance	70

then crawl forward until you see an enemy soldier in the distance. Take him out and continue along the ridge slowly.

2. As you head along the ridge, a couple more soldiers come into view. Kill them and head to their positions. You're now on a ridge above the ruins of the village. From here, position your men in a nice spread-out position and take out all of the Germans below with your sniper.



3. Once the area is clear, position your sniper and machine gunner on the ridge, and take your two utility soldiers (one with the bazooka) and head down into the village. Be ready for action, though, as there may be hiding German soldiers, though your men on the ridge help if you're attacked. You need to reach the wrecked building nearest to the train.



4. Once at the building, duck behind one of the blown-out windows with your bazooka carrier. Equip the bazooka and take out the gun carriage very quickly, to avoid getting shot yourself.

5. Now bring your sniper and machine gunner down from the ridge to the building you're at. Once they arrive, stand them outside on the left corner, then take your bazooka out and destroy the second armoured carriage.



6. Leave your sniper and machine gunner by the fence to cover you, then take some explosives down to the train and run along to the final gun carriage. If you're right next to the train, the guns can't get you. When you reach the carriage, set the explosives and get out of the blast area. If you packed more bazooka shells at the beginning of the mission, you may want to bazooka the carriage instead.



7. If the mission doesn't end after getting the third gun carriage, it means you haven't killed all the Germans on the level, so sweep the area and kill everything that moves, apart from your own men, of course.



Campaign 2: Operation Silver Gate - Yugoslavia

Mission 1 - Broken Knife

Difficulty: 4/10

Goals

Group squad together
Find exit

Squad

There's no special needs on this mission apart from a sniper. So if you want to save your machine gunners, chuck in three basic soldiers to back up your sniper.



1. After getting hit by AA fire your squad parachutes to safety, but is scattered in a forest area miles from your intended target. Leave the soldier you started with and select the one who landed south-most. He should have the sniper rifle. With this in mind, equip it and wait for a patrol to walk along the road from the left, and one from the right. Once both patrols are worm food, select the soldier you first started with (the north-most one).

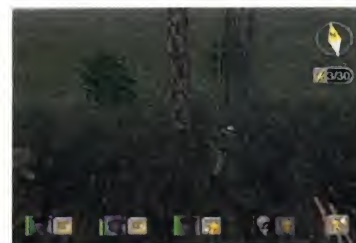
2. Turn around and head south-west to meet the third soldier, then run



across the road to meet the sniper. After this, head over to the fourth soldier on the map, who's next to a crow's nest. As you approach the fourth soldier, he's usually being attacked from the hill on the left. Help him or take control of him early.

3. Your squad is back together, so it's time to reach the level exit. Run northwards until you reach the small wooden structures, then using them as cover, head east along the hill until you reach the end. At the top lie down and survey the area with your binoculars.

4. After finding the position of the foot soldiers on the road (next to the guardhouse), take them out with your sniper then run north down the hill to the junction. Continue on your northerly direction towards the bridge to complete this level.



Name
Rank
Speciality
Shooting
Reaction
Stealth
Strength
Endurance



John Smith
Private
Utility
70
75
75
70
70

Name
Rank
Speciality
Shooting
Reaction
Stealth
Strength
Endurance



Julio 'Macho' Zapata
Private
Utility
80
75
75
70
75

Name
Rank
Speciality
Shooting
Reaction
Stealth
Strength
Endurance



George Aldridge
Private
Utility
75
65
60
75
90

Name
Rank
Speciality
Shooting
Reaction
Stealth
Strength
Endurance



Henry William 'Big Willy' Slim
Private
Utility
65
65
80
80
90

Mission 2 - Into The Darkness

Difficulty: 6/10

Goals

Steal civilian clothes
Steal boat without being seen

Squad

You can use all utility soldiers on this one if you like. Make sure one of them has a high stealth rating, though, as you don't want to be seen right until the last minute.



1. Take your team member with the highest stealth score and run across the road and follow the buildings to the left. Make sure he's in the crouching position and stay as close to the wall as possible until you reach an entrance into a garden.

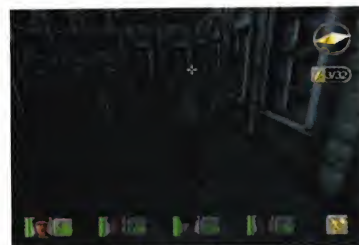


2. Go into the garden and turn left to leave it, but wait for the soldier to go up the hill first. Run into the alley directly opposite the exit and at the end you find four sets of clothes on a washing line. Put your gun away and collect all four sets of clothes.



3. Head back the way you came but make sure you have a very good look when you cross the road out of the alleyway, as it's vital that you're not spotted yet. Make your way back to the start to meet your team.

4. When you reach the team, drop the clothes onto the floor and dress each member manually. Put all weapons away and issue the 'Hold Fire' and the 'Follow Me' order. Jump in the car next to the start.



5. Head left along the road until you see a large bridge on the left. Cross it and park to the left when you reach the building at the end. Now go down onto the pier and kill the soldier with a knife and jump on the boat to capture it. If you get spotted, quickly re-arm your men and take out all the enemy soldiers that attack from the building behind.



6. Once you're safely on the boat, get one of your team members into the cabin and drive off to the right down the river. You complete the mission just after going under the first bridge. Try to stay in the centre of the river to avoid attacks from either side.

Mission 3 - Tree At The End Of The Garden

Difficulty: 8/10

Goals

Reach tank
Destroy lock

Squad

You need the basic team set-up here. Two utility soldiers, a machine gunner and a top-class marksman. If you've managed to get a German sniper rifle, take it with you as it's better at long range.



1. Stand your sniper to the left of the cabin and point towards the buildings as you move the boat forward. When the water tower comes into view take out the sniper on it, and any other enemy soldiers you can see.



2. We're not going to the briefing drop-off point as it's too dangerous. Instead, pull the boat over to the left river bank well before the lock, and disembark your men. Be careful none of them fall in though.



3. Head along the left-hand side of the fence and about halfway down you're attacked from the trees in front. Get your men on the deck and take control of your machine gunner. Move him forward and lay on covering fire, then take your sniper forward and pick off as many guards as you can.



4. Once the immediate threat is over, head cautiously to the gate and through to the building on its left. Hide behind that and suss out where the gunfire is coming from, and use your sniper to sort things out.

5. From here, slowly make your way towards the bridge using your machine gunner for cover, and your sniper to take out any long-distance targets. Run to the left side of the water tower, and then turn and face it to take out a sniper there. Then continue to the corner of the wooden hut.

6. Before moving onto the bridge, take out the guy standing on the road around the corner. He's easy when you know he's there, but can



Name	David Jenkins
Rank	Private
Speciality	Utility
Shooting	70
Reaction	85
Stealth	70
Strength	70
Endurance	65



Name	Jan Skocir
Rank	Private
Speciality	Utility
Shooting	80
Reaction	75
Stealth	85
Strength	70
Endurance	65



Name	David Rodney
Rank	Private
Speciality	Utility
Shooting	60
Reaction	65
Stealth	65
Strength	55
Endurance	55



Name	Robin 'Hood' Smedley
Rank	Private
Speciality	Sniper
Shooting	100
Reaction	65
Stealth	70
Strength	55
Endurance	55



slaughter you if you're caught by surprise. Head up to the top of the slope and take out the guards by using the machine gun in the armoured vehicle.



7. Now run to the left side of the tank and enter it. Fire a few shells at the lock until you get the message that it is destroyed, then retreat back down the bridge and to the right towards the mission exit point.

Mission 4 - Grave On Mountains

Difficulty: 8/10

Goals

Traverse enemy camp to reach exit point.

Squad

You need a good sniper and three utility soldiers with fast reactions, sub-machine guns and some grenades, as there's gonna be a whole lot of frantic firefights on this mission.



1. After your squad automatically takes out the soldiers at the start, take your sniper and head right through the trees and down to the river. You see an area with rocks visible. Cross here and, in first-person view, slowly make your way up the bank and to the left. With your sights zoomed in, you should be able to pan left and right when you reach the top of the bank to take out two soldiers in trenches.



2. Now grab your other men and take them over to your sniper, then with them all on the deck, head towards the trenches where you just took the soldiers out. Approach them slowly and take out any Germans who open fire. You need to reach the main trench so you should stay here until you've created a nice little hole in Jerry's defence.



3. Once you've created that hole, crawl all of your men into the trench and go on a killing spree. Edge your way around the whole area, taking out all of the enemy you see. You have to clear every single bunker before heading for the exit point to finish the level.



Mission 5 - Last Courtesy

Difficulty: 5/10

Goals

Hold ground and defeat ambush from barn
Board rescue plane

Squad

A sniper (of course), and this time maybe two machine gunners and one sub-machine gun-carrying utility soldier. There's a lot of action in this mission, so you want heavy firepower.



1. From the start, take all of your soldiers to the barn directly in front of you. Make it there as fast as possible, though, as there's a big ambush just waiting to happen.

2. Once there, place two of your utility soldiers in the entrance, pointing out to the fields, and your third utility soldier in the rear entrance. This barn has got some weapons too if you need them.

3. You're now attacked from both sides, with the battle usually starting off with an armoured motorbike coming at the front entrance. Make sure you have control of your sniper and take him from door to door, picking off enemies when your utility soldiers need help.



4. It's possible that you may lose a soldier or even two in the barn, as it's going to be one hell of a battle. The enemy just keep coming at you, so make sure that you keep peeling the area with your sniper, and leave the CPU to control the machine gunners.



5. After you get the message that the first part of the mission is completed, look out of the front of the barn to see the plane landing. Once it's on the deck, get all of your soldiers together and run over to it and board to complete the mission. Watch out, though, as you're attacked as you peg it over to the plane, and it won't wait around forever either, so get your skates on.



Name	Wilfred 'Policeman' Towny
Rank	Private
Speciality	Utility
Shooting	75
Reaction	75
Stealth	75
Strength	70
Endurance	75



Name	Irwin 'Yankee' Bootskin
Rank	Private
Speciality	Utility
Shooting	80
Reaction	75
Stealth	70
Strength	65
Endurance	70



Name	Thomas Smooth
Rank	Private
Speciality	Utility
Shooting	75
Reaction	75
Stealth	50
Strength	70
Endurance	75



Name	John Brown
Rank	Private
Speciality	Utility
Shooting	70
Reaction	70
Stealth	60
Strength	80
Endurance	75



Campaign 3: Fiend's Call - Germany

Mission 1 - Fire Portal

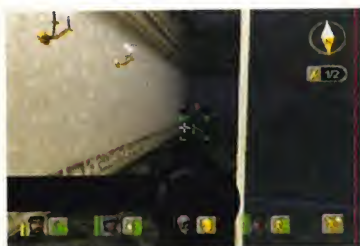
Difficulty: ?/10

Goals

Destroy the Archives
Free captured prisoners

Squad

There's lots of close combat to deal with on this mission, so three sub-machine gun-carrying utility soldiers, backed up by a sniper, is a must.



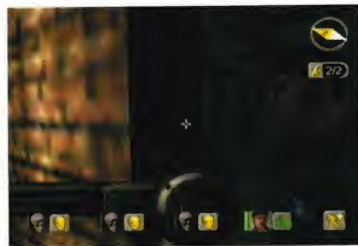
1. Head down the path with the whole team following one of your utility soldiers. Take the first left and follow the path around until you reach an open area, then go left out of here. Take the first left and follow the path around until you reach a right with a low hedge.



2. Take control of your sniper and peer around the right corner. Look at the balcony on the house in front of you and you see a guard on the balcony. Take him out and move forward with your team.



3. Instead of going for the main door, open the patio doors below the balcony with the dead guard. Enter the dining room, and with a utility soldier leading go into the hallway through the single door. You may be attacked from behind, so get ready.



4. The briefing tells you to get the prisoners first, but this can be dangerous if you get spotted, so instead we're going to destroy the files first. Look out into the main hallway then run across it under the stairs. Turn left and at the end you find a large steel door. Open it and make your way to the top of the stairs. You get some resistance, though, so be ready.



5. When you reach the top, take out the guard in the doorway to the right then go down the hall and enter the door into the loft. Kill the

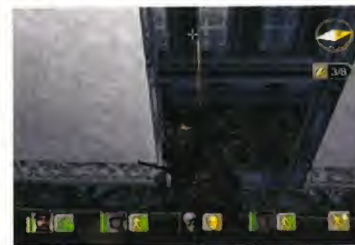


guards in here from the doorway, then run past the centre of the room and lay down an explosive charge. Give yourself plenty of time to leave the room before it goes off, though!

6. Once out of the room, head into the door on the right and through the door in this room. Lay a charge on the files facing the door and set it for about 35 seconds, then leave this room and place a charge on the files to the left for about 20 seconds. Then peg it all of the way down the stairs to the basement. NOTE: If you're not feeling foolhardy, it's an idea to take your team on a room clearance mission through the mansion before you grab the prisoners.



7. You have to kill the two guards down here as they have the keys to unlock the prisoners. They shouldn't give you too much trouble, though. Anyway, use the keys on the doors with the prisoners and issue the 'Follow Me' command to get them to, uh, follow you.



8. Head back up one flight of stairs and out into the main reception area with the staircase. If you cleared the house before reaching the basement, it's now a simple case of running out of the front door and providing covering fire to get the prisoners into the truck at the gate. Otherwise, you have a big firefight on your hands, with the prisoners to protect. Remember, once the prisoners are on the truck, you have to steal the car near the house to leave.

Mission 2 - Trap Key

Difficulty: 5/10

Goals

Kill all enemy soldiers
Reach Steiner

Squad

A Sniper plus three sub-machine gun-carrying utility soldiers should do the trick. When you enter the house, try and equip your sniper with a salvaged German machine gun as his sniper rifle will be useless in close-quarters combat.

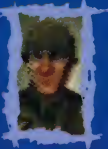


1. Head up the hill towards the villa's perimeter fence with your squad, then take control of your sniper. Shoot the two guards on the balcony and the two patrolling the base of the villa, then follow the fence around to the left until you reach a small gate.

Name	Ted 'Seaman' Silk
Rank	Private
Speciality	Utility
Shooting	75
Reaction	75
Stealth	65
Strength	80
Endurance	75



Name	William Hobbs
Rank	Private
Speciality	Utility
Shooting	70
Reaction	65
Stealth	80
Strength	70
Endurance	70



Name	John Jeffers
Rank	Private
Speciality	Utility
Shooting	75
Reaction	75
Stealth	80
Strength	65
Endurance	65



Name	Paul 'Pilot' McGatt
Rank	Private
Speciality	Machine Gunner
Shooting	75
Reaction	95
Stealth	70
Strength	70
Endurance	70



2. Go through the gate and take your squad towards the house. Rifle the dead soldier's stiff to get a few machine guns, then leave your sniper outside and go through the large open door. Edge your way into the small room on the left whilst facing right. As soon as you see the guard in the doorway take him down. Fail to get him and this guy can easily slay your whole team. You have been warned!



3. After the guard in the doorway takes a cap, the door next to him opens and another guard runs in. Take him out then go through the door that he entered through. Now slowly work through every single room on this level, killing all the Germans as you go. Use the third-person views to look around corners and lob some grenades into the bigger rooms before entering.

4. Once you've cleared the first level, edge up the stairs, watching out for Germans as you go. Once upstairs it's another case of killing all of the German soldiers on the level. Use the same tactics as before. Once they're all dead, look for the room with the red carpet and Steiner helps you out. If you think you've killed all the soldiers, but Steiner still won't help, have a look outside to see if there are any more live guards.



Mission 3 - Viper's Nest

Difficulty: 3/10

Goals

Inflict as much damage to the factory as possible
Escape.



Squad

As for the last mission, go with a sniper and three sub-machine gun-carrying utility soldiers. If you're feeling really brave, you could just take four utility soldiers.

1. At the start Steiner raises the alarm, so shoot him as he starts to run off; the double-crossing hun! Now edge your team slowly into the next office and have them all pointing their guns towards the door. There's a fire-fight, and the ricocheting bullets set off a chain reaction - do the damage you were supposed to do. Now all you have to do is get to the exit point.



2. Get your soldiers to follow you and move out into the large open factory area. Head to the right and follow the wall all of the way around to the east. When you go as far east as possible (through the wooden tunnel) you reach the exit point. Simple. Well, not actually, because you're attacked on your way, but with the skills you have acquired by now, you really shouldn't have much of a problem.



Mission 4 - Escape From Hell

Difficulty: ?/10

Goals

Steal armoured car
Escape

Squad

It's getting a bit repetitive, but three basic soldiers with sub-machine guns and a sniper is definitely the best option to go for here. Make sure you pick up any spare equipment too, as you need it for the next mission.



1. At the start, slowly edge forward with just your sniper, and as the fence turns to the right, look down towards the first hut on the left. There's a guard standing there, so take him out, then pan right and up. You see another guard in a tower. Kill him and bring your other soldiers up to meet your sniper. By the way, don't worry about the alarm that sounds.



2. Edge your way along the path and take control of your sniper once again as you reach the junction. Face to the right and go into first-person mode and target the guard on the tower at the end of the path leading right. He's fast, so you have to be faster and more accurate. There is another way to deal with him if the sniping becomes too risky. Jump out with a machine gun and spray a few bullets at him then get back in cover. This often makes the guard come down and investigate, allowing you to take him out.



3. Once the guard is dead, take your team towards his tower and stand just in front of it. Look slightly to the left and you see another guard tower in the background. Take the guard out there (you can shoot through the fence) then edge out towards the tower. Use your sniper to kill the guard in this tower and move on.

Name	Jan Kazowietsky
Rank	Private
Speciality	Utility
Shooting	70
Reaction	70
Stealth	75
Strength	80
Endurance	80



Name	John Stirling
Rank	Private
Speciality	Utility
Shooting	85
Reaction	70
Stealth	80
Strength	65
Endurance	70



Name	Jacob Wingate
Rank	Private
Speciality	Machine Gunner
Shooting	80
Reaction	80
Stealth	65
Strength	70
Endurance	70



Name	Gilbert Caven
Rank	Private
Speciality	Machine Gunner
Shooting	80
Reaction	80
Stealth	70
Strength	70
Endurance	65





4. Turn left when you reach the tower and move forward until you can snipe the guard in the next tower, then head down the path slowly with just one utility soldier. As you get closer to the tower some music plays, signalling the start of an ambush. You're attacked from the guard hut in the car park. Take out the first guard then get the rest of your team down to help you out.



5. As soon as things calm down, take your men into the car park and head down to the guard hut where you find three German rocket launchers. They should come in handy shortly. After this, go to the double gates at the entrance of the car park and open them, then head back up the car park and get your squad into the tracked armoured car there.

6. Leave in the armoured vehicle via the gates you just opened and follow the dirt track to the right. You should have already taken out most of the enemy in the camp but don't worry, as your

men on the back of the vehicle should finish the rest off. When you reach the barrier, don't try and do it Hollywood style, as for some reason this great hulking truck can't smash through - instead just drive to the right of it and exit the camp.



7. You're not home and dry yet. Once at a safe distance from the camp, get your men out of the vehicle and edge forward. You see a guard standing to the left of the hut near the bridge. Take him out, then get one of your guys with a rocket launcher to come forward and destroy the tank at the other side of the bridge. Once the threat is gone, jump back in the vehicle and cross the bridge to finish the mission.



Mission 5 - Close Fire

Difficulty: 9/10

Goals

Reach turn off to Peenemünde

Squad

Same as last time, but this time around make sure your soldiers are strong as it's rocket launchers and machine guns ahoj this time around.



1. You're gonna need lots of rockets for this level, so you'd better not have wasted them on previous missions! At the start, jump straight in the vehicle and drive forward until you see a tree trunk crossing over the road in the distance. Park at the top of the hill and jump out with a rocket-armed soldier and run back down the track to take out the tank that is coming from the rear. Make sure your aim is good, though, as you can't afford to waste ammunition.



2. Once the tank is dealt with, get back into the truck and move forward along the road. You're attacked, but your gunners should take care of the threat. However, as soon as you come under a hail of bullets you should jump out with a couple of soldiers and run forward to get a better picture of



the battle. Make sure your truck is in cover, then advance down the road with your remaining two soldiers to join the battle.

3. Spray the distance by the wooden structure with heavy machine-gun fire to clear the way through, then get back in the vehicle and make your way down the track. As you reach the beach, you come under attack again so grab two men (sniper & utility) and run over to the beach on the right. From here you should be able to stop any threat.



4. Now continue around the beach with these two soldiers as there are more tanks and enemies to take on. If you stay in cover and at a distance, you can pick off the



Name	George Darmot
Rank	Private
Speciality	Utility
Shooting	70
Reaction	70
Stealth	85
Strength	70
Endurance	65



Name	William 'Spider' Web
Rank	Private
Speciality	Sniper
Shooting	100
Reaction	75
Stealth	75
Strength	55
Endurance	35



Name	Anthony Saber
Rank	Private
Speciality	Utility
Shooting	75
Reaction	70
Stealth	80
Strength	70
Endurance	65



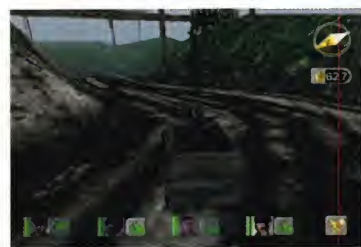
Name	David Lincoln
Rank	Private
Speciality	Utility
Shooting	60
Reaction	65
Stealth	55
Strength	65
Endurance	65



enemy soldiers and tanks with ease. You may want to run your remaining two soldiers in the opposite direction of your main squad, to cause a diversion.



5. Once the immediate danger is clear (make sure you get the soldiers right at the end of the camp) bring the vehicle through the camp to collect your men then head back into the forest. Drive up the hill (which will take an age) then start to go back down until you see a sharp turn to the right. Jump your sniper out and send him ahead and as you reach the small hill in the road, hit the deck and crawl up it. When you reach the top, you see a bazooka-wielding German. Shoot him and bring your vehicle down to meet your sniper.



6. Don't get in yet, though. Instead, run your sniper around the track, picking off the enemy as you go. You get heavy resistance when the road turns black so take care, and make sure you kill 'em all, then bring your vehicle forward again. Get your sniper in the vehicle and head down the black road until you see a small hill with a crest. Get a rocket out and crawl to the top of the hill and take care of the tank at the checkpoint then drive down to it. Now collect all of your men up into the vehicle and follow the road around to the large house where you complete the mission.

Mission 6 - Crystal Falcon

Difficulty: 8/10

Goals

Destroy tanks and all enemy soldiers
Reach seaplane to escape

Squad

Make sure your men are strong as you need to send two of them to collect a whole load of gear at the start. A sniper is handy but we're looking for power hear so heavy machine gunners are good.



1. Send two men down to the pier and next to the plane you'll find a load of mines, some machine guns and some rocket launchers. Whilst heading to the pier send another man into the boathouse to take over the gun position there and stand another on the hill opposite. Run the two men with the mines back to the starting point and lay the mines



on the track, then take them both across the small wooden bridge and stand them in a good firing position. Get a bazooka ready as one of the tanks may get through your minefield.

2. You're now in for the toughest battle you've encountered so far. The best idea is simply to keep the enemy at bay, so machine guns are ideal, as are rockets, if you have any spare. If you did decide to bring a sniper, find a high point for him and take out the enemy whilst your machine gunners are cutting them down with a hail of lead too. Take care of the enemies closest first, as they throw hand grenades at you.



3. If you feel as though the enemy is going to over-run your position then retreat in pairs, keeping your positions on the right side of the track (as the briefing suggests). Just keep pegging it backwards. There are far too many soldiers and as soon as you run out of space you're in big trouble. Try and hold position for as long as possible. Once the battle is over, make your way back to the plane and you're able to finish this mission and the campaign.



NEXT MONTH

Well that's about all we've got space for this issue, but rest assured we'll be back to help the lads out in the final three campaigns next month. Until then, remember Rodders, "He who dares, wins"...

Name	Thomas Mills
Rank	Private
Speciality	Machine Gunner
Shooting	80
Reaction	80
Stealth	70
Strength	75
Endurance	70



Name	Jan Wolchowski
Rank	Private
Speciality	Utility
Shooting	75
Reaction	70
Stealth	90
Strength	75
Endurance	70



Name	Jim Bird
Rank	Private
Speciality	Utility
Shooting	75
Reaction	70
Stealth	90
Strength	75
Endurance	70



Name	Tony Atkins
Rank	Private
Speciality	Sniper
Shooting	95
Reaction	70
Stealth	70
Strength	65
Endurance	55



power stone 2

[PLAYER'S GUIDE]



Falcon

Falcon hasn't really changed since the first game, and as such, he's still an average character, just perfect for the Powerstone 2 novice. His speed is quite good (although in no way the best) and backed with his powerful attacks, Falcon is the perfect character for diving in, attacking and then getting out without suffering a scratch yourself.

Power Attack

Falcon will fire a single homing missile which should go straight towards the nearest enemy. Try doing it from the air for a better chance of success.

Power Fusion 1

A burst of energy appears and Falcon will home on to the nearest enemy, causing the damage as he hits. If you keep pressing [L] as you attack, you should cause extra damage.

Power Fusion 2

This is one hell of a devastating attack, if you do it from a good position. Falcon will release a massive payload of missiles into the level, that all home in on your nearest opponent. Try doing this when your opponents are close for maximum effect.

It's back, and this time Powerstone 2 is bigger and better than the classic original, Powerstone. And with the most frantic four-player combat you're ever likely to see, Powerstone 2 is as challenging as they come. Which, as you probably guessed, is where we come in...

THE FIGHTERS

Ayame

Ayame is really one for the experts, as although her speed will allow you to go in quick and attack, her strength and weak defences make her very vulnerable. She does have the double jump though, which is useful for clearing out of big rucks if her energy is low.

Power Attack

She'll throw three death stars (Shurikens) in a straight line at the enemy. Aim it right and this is a very worthy Power Attack.

Power Fusion 1

This attack sees Ayame releasing a massive amount of Shurikens that fly right through your opponents and come back for another go. Try doing two of these attacks in a row for total devastation, as it will be nearly impossible for your opponents to avoid.

Power Fusion 2

This is one of the least powerful Power Fusion Attacks in the game as it is very hard to tame it. The basic idea is that Ayame jumps into the air and fires a flurry of spikes at the ground. You have to aim it though, and the catchment area is quite small. Try and save it until you have a definite shot on a cornered enemy.

Ryoma

This guy's a star choice as he has the speed and jumping agility of the man like Falcon, yet his sword gives him extra range and damage. Use this wisely as you don't need to get in as close as you would with the other characters, which means you don't have to take the same risks that you normally would.

Power Attack

A very long energy slash will slice out across the enemy, hopefully hitting multiple targets on its travels.

Power Fusion 1

A melee of energy slashes are sent flying around the screen as Ryoma spins his sword around at a very fast rate. The slashes don't travel the whole length of the level though, so try to initiate this attack when you have your enemies close to you.

Power Fusion 2

This is a very strong attack but its nature makes it hard to do a whole lot of damage, so again, make sure that you have opponents close to you when you start it. Basically, Ryoma will spin into the air with his sword taking out anybody close, then when he stops, he'll come down onto the ground for a devastating slash.

Gunrock

Gunrock's lack of speed makes him a very hard character to be successful with, even though he is very, very strong. It's a tough job to avoid attacks because of his low jump altitude too. Our best advice then is to either stay as far away from the action as possible and throw projectiles at the enemy or dive in and hope that your strength will see them off before you bite the bullet.

Power Attack

Gunrock throws massive boulders at the enemy. This is a very strong attack so make sure you aim it properly. You don't want to waste rocks.

Power Fusion 1

After crouching, Gunrock will grow in size dramatically and then start to roll around the level. You have control of him with the joypad when you are in this state so do as much damage to the enemy as you possibly can. This attack is best saved to levels where you can't fall off anything.

Power Fusion 2

Now we like this one. Gunrock jumps into the air and slams back down into the ground, causing everybody who is in contact with the ground to become paralysed. It doesn't stop there though; after a second or two, huge boulders fall from the sky doing an incredible amount of damage to your opponents.



Wang-Tang

Wang-Tang's biggest let down (apart from a slightly dubious name) is the fact that he can't sustain damage very well. Apart from that though, he is quick, strong and has some of the best Power Fusion Attacks in the game. A worthy character indeed.

Power Attack

A simple but destructive beam of energy is shot in the direction that you are standing. Aim it well and watch the sparks fly.

Power Fusion 1

This is what special moves should look like in all beat-'em-ups. Wang-Tang holds his hands above his head, charging a massive ball of energy. When the ball maxes out he'll lob it at the enemy for multiple hits. There are no real tips for this move as it will simply take care of itself.

Power Fusion 2

Again, another fantastic-to-watch and awe inspiring special. Wang-Tang releases fire which will hit anybody close by. He then flies through it, taking out anybody around as he goes. When he lands, he'll fire off a huge fire dragon that will barbecue your foe to a crisp.



Galuda

Galuda is large like Gunrock, but he has an extra bit of speed which makes dodging and retreating that little bit easier. This makes him an ideal character for success as he is strong, has good defences, plus the ability to get out of trouble if he needs to.

Power Attack

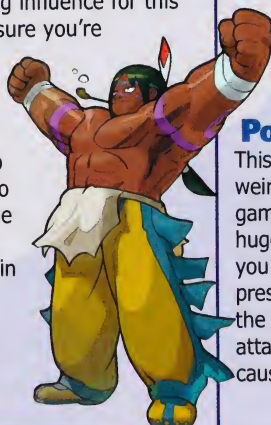
Galuda sprouts wings and shoots into the sky, taking anybody in his path with him, and causing a good deal of damage. Make sure you're very close to an opponent when you take off.

Power Fusion 1

Another fire-and-forget Power Fusion that is simple, yet devastating. Again, there are no real tips as once activated, Galuda will simply create a huge bow from energy and fire a throng of energy arrows into the sky, that then come back down onto your opponents. Easy stuff.

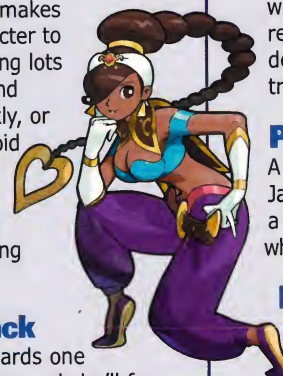
Power Fusion 2

A slight wrestling influence for this attack. Making sure you're near an opponent, activate the attack and Galuda will grab them, fly up into the air and come smashing down on top of them in a pseudo pile-drive fashion. Let's get ready to rumble!



Rouge

If you make use of Rouge's speed and jump height you can find yourself away out of most situations. However, her lack of attacking power makes her a hard character to win with. Try doing lots of fast attacks and getting out quickly, or alternatively, avoid the main action and run around the level lobbing stuff and collecting Power stones.



Power Attack

Point Rouge towards one of your characters and she'll fry them with flames emitted from her hand in a Street Fighter Dhalism style attack.

Power Fusion 1

Rouge slams a fireball into the ground causing flames to spread out around her. This is a pretty powerful Power Fusion as it covers a wide area, making it pretty hard for the enemy to escape from getting their butts burnt.

Power Fusion 2

This is one of the strongest, and weirdest looking attacks in the game. Rouge floats into the air and a huge fiery skull appears. In this state you have control of her direction and pressing attack shoots fireballs from the skull. Try concentrating your attack on just one enemy and you'll cause a whole load of damage.

Jack

This weirdo runs around on all fours and even though he's pretty fast, it doesn't feel like it for some reason. He has two small knives as weapons so he has a good reach and attack power but his defences are a little lacking, so try to avoid getting cornered.

Power Attack

A simple but effective attack. Jack just swings his arms out in a wide arc, damaging anybody who happens to be in the way.

Power Fusion 1

A load of swords appear and are thrown into the air, coming down onto your opponents and causing them a considerable amount of pain. Do this while Jack is already in the air and the swords will fly directly down to the ground.

Power Fusion 2

Jack spins around and flies up into the air. Anybody caught near him is taken with him. The damage isn't devastating on this attack but if you can get all three opponents caught up in it, the results are extremely satisfying.



Pete

This guy looks like some kind of Animé boy scout but don't let this fool you into thinking he's a wimp. Well, actually do, his basic attacks and defences are weak but his dramatic speed (he's the fastest character in the game) and superb Power Fusion Attacks more than make up for his weaknesses.

Power Attack

A simple yet effective attack that sends out two beams of energy in the direction that Pete is facing. Aim well.

Power Fusion 1

A small army of toy soldiers stands in front of Pete and fires off a whole load of shots taking out the enemy in a large arc. Make sure you direct the shots with the joy-pad. If you activate this move in the air, Pete will create a fleet of mini toy-planes that will do a considerable amount of damage as they home in on the enemy for a Kamikaze attack.

Power Fusion 2

A green electric field envelopes Pete and hurts anybody who touches it. Which is handy as you can walk around the level when the shield is up. If activated in the air this power fusion will carpet bomb the ground with green electric bolts. Pete can also be moved around to target the enemy in this state.



Julia

Julia is the Dreamcast equivalent of Mary Poppins and it'll be a cold day in hell before any bloke would choose to play her. Still, her cute 'nanny' looks hide the fact that she's a very worthy fighter with stats about the same as Falcon. However, when you jump, 'pressing jump again will cause her to open her umbrella and float. Which can come in handy when trying to flee dodgy situations or reach out-of-the-way platforms.

Power Attack

Julia somehow manages to trap her foe on a crucifix, allowing her to pile in with a load of attacks without fear of reprisals.

Power Fusion 1

Julia fires power beams across the floor in the direction she is facing, causing a fair amount of damage to anybody who gets caught in the blast. Make sure you get it near to your opponent and this can be a destructive move.

Power Fusion 2

Things are getting rather silly as Julia creates a huge merry-go-round around her that will damage anybody that gets caught up in it. Yes, it really does look as stupid as it sounds, but it's actually quite a powerful attack.



Gourmand

Okay, you thought Julia was a stupid character, well you 'aint seen nothing yet. Gourmand is a fat, brightly coloured chef who looks like a fish out of water in a beat-'em-up such as this. Like Julia though, his outside appearance belies a pretty tough character, tough on attack and defence with a reasonable speed.

Power Attack

Gourmand fires an exploding barrel from his mouth. A good aim will do a good deal of damage.

Power Fusion 1

Gourmand spins around, breathing flames from his mouth which in itself is a devastating attack; but you can actually move Gourmand around in this state so you can chase down any opponent that you like - cool!

Power Fusion 2

Another stupid Power Fusion Attack, much like Julia's merry-go-round. Here, Gourmand creates a large cooking pot that ejects pieces of food that will damage an opponent if hit. Not a very useful Power Fusion as you have no control over it.



Accel



At last, a new yet normal looking character. Accel is a caped cowboy who carries a pair of six-guns to help him out. Accel is one of the fastest characters in the game and his other stats are relatively good so he makes a good choice for those of you that like to win!

Power Attack

Accel makes use of his guns and fires a volley of large bullets at the target you aim at.

Power Fusion 1

Accel fires his guns into the air and the bullets come back down, homing in on their targets as they go. This is a good fire-and-forget move that allows you to go straight into another Power Fusion or Power Attack.

Power Fusion 2

Accel (for some reason) transforms into a huge machine with spiked wheels that can be driven around the level, running over your opponents as you go. This Power Fusion is best saved for large flat levels as you need to be able to control the machine with ease.

Pride

Pride is Fokker's dad and is basically exactly the same as Fokker in the stats department. Which means he's pretty average in all departments and is a worthy character. With no real quirks though he can be a tad boring to play with.

Power Attack

A huge gust of air is produced in front of pride, sending anybody who gets in the way flying (literally).

Power Fusion 1

Pride creates a tornado and flies up into the air taking anybody close enough with him, causing a decent amount of damage. That's about it though, there's no follow up ground stomp or anything.

Power Fusion 2

This is much like Fokker's Power Fusion missile attack, apart from the fact that the missiles Pride fires, do not home in on opponents. However, he does fire two sets of missiles so if you can get into the thick of things and activate this attack you're onto a winner.



Mel



Mel is the shop keeper from the item shop and is basically the same stats-wise as the Mary Poppins lookalike, Julia. She does have a Power Fusion advantage though, as her bar depletes slower than anybody else in the game, meaning that she can let off far more attacks during one transformation.

Power Attack

A ring of spinning cards appear around Mel, hurting anybody who happens to walk into them.

Power Fusion 1

This doesn't look impressive but is a very useful attack as it's easy to control. Mel simply shoots out an arc of coins in front of her, damaging anyone that gets in their path.

Power Fusion 2

Another money move, this girl must be obsessed by the green stuff! Mel throws lots of money bags into the air, that then come crashing down on the enemy, causing damage.

LEVEL BY LEVEL



Blue Sky

This level starts on an airship which has three gun turrets, a few crates and a chest containing goodies. At the front, on the right and left, are two lifts which keep delivering machine guns to the playing



area. At the start, run directly to the gun turret on its own at the front. Jump in and turn around, you'll know within a few seconds if the others are going to let you sit here and blow them to pieces. If they don't try and get you on



the turret, just keep pumping away with those bullets. If you find you can't sit in the turret (and it's not always a good idea as you can't collect any items or Power stones) try to use the fact that the ship is exploding around



for them by barging into your opponents.

you to your advantage. As the ship crumbles, try knocking your opponents off the edge. When they're returned to the deck they'll be minus some energy. After a while the ship will be destroyed completely and you'll be sent plummeting to the ground, free-fall style.

Whilst in the air press the action button to propel yourself forward and collect the goodies from the chest to replenish your health. Two umbrellas will appear that will help you float rather than fall to the ground so you may have to fight

When you land, go straight to one of the poles and launch either a swinging attack, or if you have a strong player, pick up the pole and use it as a weapon. Now, this area has water flowing around the outside which contains plenty of chests, so make use of them. Also, periodically a tank will come through the doors. Be first to get to it or get off the bottom level and up to the left to safety - and the catapults, which you should use to lob rocks onto the enemy below. This is pretty damn satisfying.



Dark Castle

This level usually starts off with two players facing another two across a square pond with muddy water. After the dead time at the start, pick up the shields at your side and throw them at the enemy attacking. Use the poles to reach the roof to stay out of trouble if you like, and remember that you lose any items you're holding if you enter the deep water. If you land on the lilies though, you're safe as you won't sink.

After a bit of a punch up the sky starts to rain fire and a platform drops down on the right. Before you move to the right collect any Power stones lying around and use the fire to your advantage by throwing your opponents at it. When you reach the far right you'll have to climb the platforms. On the left and right of the platforms as you head up are some crates, a few of which contain Power stones. Collect them and continue up, then if you have time before the screen scrolls too far, go back down when the chests reappear to get more Power stones. CPU opponents generally don't reach the top very fast so you should have time to get



Power stoned (geddit!?) and wait for them at the top with some big Power Fusion attacks. After this climb the rooftops to the door at the top and the final room.

In this room is a large bell (which does nothing as we can gather) some pots that can be thrown and jammed on the enemys' heads and some boxes that can be used as projectiles. There's no real tricks in this room so just use your basic fighting skills, but watch out for the drone that comes out and moves around, damaging you as it goes.





The Tomb

This level starts in a room with a spinning symbol, a platform containing many sarcophaguses that can be thrown and a big stone ball that can be launched at your opponents. Also check the higher platforms to the left as they can be hit to make another stone ball drop into the play area. You can also stand on these higher platforms to lob things at the enemy. When the spinning wheel stops it will reveal a symbol, which is a clue as to what trap is about to appear. Make sure you know what's coming and take evasive action. Apart from all that, this is just a basic scrap until the ground falls from beneath your feet...

...And you land in a long corridor, being chased by a huge rolling ball, Indiana Jones style. The best idea here is to get to the front and find yourself a skateboard or pair of in-line skates. Don't get too close to the edge of the screen though as there

are holes to fall down and blocks to slow you down. Don't bother attacking the enemy behind as this will bring you too close to the ball. As soon as you reach the end get in the door quickly, as it doesn't stay open long. Missing it will reduce your energy.

The next room has three stone reels on the left. Hit them to start them spinning and win a power-up depending on how they land. If you're not on the ledge to the left with the reels try and be central in the room, as on either side the stone paws of the lion will shoot out causing damage. Also, avoid drinking from the jugs near the lion's head as you may become paralysed.



SECRET STAGES

Extra Stage 1: Item Shop

How to get:

Complete Arcade Mode with Mel

This stage takes place in the item shop and is very small. There's nothing special about it except that there's loads of weapons and Power stones to collect so just get stuck in with those Power Fusion Attacks and finish this stage off nice and quickly.

Extra Stage 2: Beam City

How to get:

Complete Arcade Mode with Pride

This area is (funnily enough) made up of several different beams

that you have to jump to and from. However, most of them apart from the starting beam are very narrow and easy to miss, which means you fall and lose energy. Our advice is to stick to the starting beam, making it your own and when somebody wants to join you, just kick the cheeky git off.

Extra Stage 4: Blocks

How to get:

Complete the game with all characters including Mel & Pride

This one is quite simple as it just consists of a load of blocks and poles. Make use of the blocks and swing those poles if you've chosen a strong character.



The Submarines

This is by far our favourite level as it's full of heavy artillery. The level basically consists of three submarines moving at a great speed towards an iceberg where you fight it out to the end. The blue sub has three guns on it. There's two bullet firing emplacements and one large shell firing mutha. If you start on the blue sub head straight for the big gun and just keep firing at the





enemy until you get kicked off. Sometimes the enemy won't come for you and other times they'll concentrate on getting you off. If they leave you alone do not get out of the gun, just keep blasting away and you'll win in no time.

The green submarine has two launch catapults that run the length of the sub. Platforms rise from these and are sent flying down the sub, try not to get yourself caught by the launchers, as this can damage you. There's plenty of pick-ups to collect from the launchers and every now and again a hovercraft will appear on the launcher. Hit [b] to jump in and then drop bombs on your opponents.

The yellow sub fires missiles into the air if you pick up one of the launch buttons and throw it. This is the easiest sub for hand-to-hand combat as you don't have to fire the missiles, and even if they do get launched you can see targets depicting where they will land.



There are only ever two subs on screen at once and moving between them is easy - just jump or swim across. Remember that if you do go in the drink though, you'll lose any weapon you are holding. Also, as the subs progress watch out for chests on floating pieces of ice as these usually contain Power stones.

When you reach the iceberg at the end of the level it's just a basic fight to the death. If you crashed on the blue sub try and man the big gun and just shell your opponents on the ice. This will break the ice making it very hard for them to retaliate. If you're low on energy try climbing the slope to the top of the ice and waiting there until your opponents take care of each other. Watch out though, this ice hill can be destroyed!

EXTRA OPTIONS - and how to earn them

Underneath the Options in the main menu is another option called Extra Options. These are won every time you complete a game with a different character and there are seven to get in total. They are as follows...

Extra Items

Anything that you collect, buy or make in adventure mode will appear in other parts of the game such as Arcade or Original Modes.

Number of Powerstones

Here you can change the number of Power stones available in battle. It starts at seven but try lowering it to make things harder when you get a bit better at the game.

Transform Timer

This basically changes the amount of time you get whilst in a Powerstone-transformed state. It starts at normal but you can get longer to make things easier, if you like.

Transform Damage

This allows you to specify how much damage your

character will take if they're hit when transformed. You can set it to 0% to make your character invincible when in the transformed state.

Transform Attack Power

Decide how powerful you want your transform attacks to be. Can be set to 200% if you're feeling ruthless or half it if you're feeling really tough.

Countdown

If you turn the countdown off, you will always die immediately when knocked out, as none of the other players will be able to pick you back up.

Target Line

This simply draws a line to your nearest target, but it also does the same for the other players, making them look like they're all tied together with coloured string. A waste of time, keep it to off.

Sound Test

Allows you to access the different music and sound effects within the game.

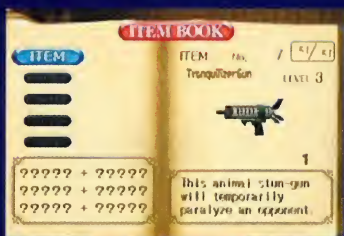


THE ITEM SHOP



In Adventure Mode you get to keep whatever items you collect as well as all the gold and money that comes your way. Once finished in Adventure Mode you can go to the item shop where Mel, the friendly

shopkeeper will help you out a little. The main idea of the item shop is that as well as buying and selling goods you actually get to mix them together, to form over 100 different things that can be used as pick-ups within the game. Mixing is a bit hit-and-miss but Mel will give you tips and you can pick up "texts" to help you with your mixing. Also, have a look in your item book to help out with mixing. Every time you get a mix correct it will be logged in your item book allowing you to check up on it if you want to get the same item.



The Space Station

This level starts on a flat playing area with some boxes. At the start you're told to make sure you catch the lift which is the platform to the right, so keep an eye out for it. In this area smash the screen in front of the conveyor to access a whole load of chests and goodies, and just keep battling out with your opponents. When you see the lift going, jump onto it as missing it will drain your energy.

The next level up consists of some moving platforms and teleporters. Battle your opponents and try to knock them into the gaps between platforms. Watch out for the press on the right and keep

an eye on the lift as it moves upwards. Again, you don't want to be left off for this ride.

When you reach the top you'll find yourself outside with a massive alien creature that can attack you. However, concentrate on your opponents as usually by this stage of the level, they should be just ripe for finishing off. If you hit the alien on its underside it will attack anybody in front so this can be quite handy in taking your opponents by surprise.





The Chaos Level

This level leads on to the game's final boss which we'll deal with shortly. The Chaos level is made up of three sections, split by metal gates. Each section contains a plethora of chests, plus an army of rejuvenating wooden baddies (like Mokajin from Tekken 3). In the first and third section there are some poles, so just climb to the top of them and wait for the metal gate to open. In the second section there are no poles, so just keep on the move and avoid the attacks of the hordes of wooden bad guys. Make sure that you leave the third section with at least two Power stones and try to pick up a projectile weapon before you climb the steps to meet the final boss, Dr Erode. By the way, as the metal doors open in each section, a spiked wall moves from the left to push you into the next section, it goes without saying that you should stay well away from it.

Sub Boss: The Pharaoh Walker

Don't be daunted by the size of this boss as he really does have an Achilles heel. At the start you're told to aim for the head but it's dangerous and difficult to keep jumping up to that height, to get the odd strike in with a weapon or your fists. Instead, you should run to the front right leg at the start and just keep pounding it until at first the shell comes off, then it explodes completely. After this, do the same to the leg behind and the Pharaoh Walker will collapse, allowing you easy access to its head. Of course, whilst you are doing this, the



Pharaoh Walker is trying to take you out with his many attacks. His most dangerous attack is the tail laser, but if you stay under the body while attacking the legs it can't get you. Watch out when it jumps into the air too, as if you're on the ground when it lands you'll be paralysed. Jump as its feet come back down. If the Pharaoh Walker crouches down onto its belly, run as fast as you can to the edge of the level as it's just about to frantically spin around, taking you with it as it goes. Its final attack is small energy balls fired by Egyptian looking guys in its legs. Don't worry about these as they rarely cause you trouble. If you keep going at the legs and then the head when it collapses, the Pharaoh Walker won't give you much trouble. There's a faster way of getting rid of it too. Instead of concentrating on the legs, concentrate on the Power stones and use Power Fusion Attacks from under it. Oh yeah, never stand directly in front of it when it's on its feet, as its long tongue is prone to darting out and plucking you into its mouth. You have been warned.

NOTE: This level also makes up Extra Stage 3. You won't get the Pharaoh Walker, just the desert stage with lots of cacti to lob around.

Final Boss: Dr. Erode

Again, this guy can be daunting at first but he's a push over when you



POWER POINTERS

At the start of a level, there's a short amount of time where you can move, but you can't attack. Use this time to get yourself into a good position for battle. This could be standing next to a weapon or near to a chest, or on a ledge waiting to get out of the way quickly. Just make sure you use this time wisely.

Never ignore Powerstones. Many players just steam around the levels in a random fashion but you should always be on the look out for those Powerstones as once in that transformed state, you have one hell of an advantage over the rest of the players.

Use the weapons on the levels as much as possible. Take for instance the submarine level. If you get yourself in that big gun at the start it's sometimes possible to finish off the enemy without getting out once. Don't over do it though, if you keep getting smashed up when trying to use a weapon, leave it, and take a different approach to things.

Swimming. A few of the levels require you to enter the water and there's a few things for you to remember. Firstly, whenever you enter the water, you'll immediately lose what you're holding. Secondly, you can swim faster if you hit the jump button and swim like a dolphin.

Don't be cowardly about being a coward! Sometimes it pays to stay out of trouble when your energy is low. Let the others get on with beating the crap out of each other while you just sit around waiting for your opportunity to strike.

The timer in the transformed state goes quite fast when you perform Power Fusion moves. However, even if you only have a minuscule amount left on the timer bar, you can still pull off the big moves, so try to get one last one in before it runs out completely.

You get the choice of levels you want to go to, so try to follow a route suitable for your character. For instance, you don't want to take Gunrock on a level that has plenty of jumping involved and you don't really want to be with a weak character like Pete when there are lots of outside threats like traps on a level.

After every sortie into the Adventure Mode, make a trip to the item shop as you will often find Pride there waiting for a chat. Sometimes he'll give you cool items and other times he'll ask you for stuff. Try to oblige him as much as possible as you giving him things, makes him more generous.

When fighting a boss with a CPU or human controlled opponent. Try not to damage them much (unless it's a mate who's winding you up). If you take out your partner against the boss it often makes your job much harder. If your partner does hit the deck, remember that whilst the timer is counting down, you can pick them back up and replace a little of their energy.

If somebody falls off a platform, or doesn't make it through a door in time, get ready to take their Power stones, as they will be jettisoned into the level. In fact, try to make a concerted effort to knock opponents off platforms or levels and you'll always have an abundant supply of Power stones.

know what you're doing (and you've brought enough Power stones with you from the Chaos level. Again, the idea is to concentrate on The Doctor's head but he has a number of attacks to watch out for. First off, make sure you stay at the back of the screen and watch out for his hand swipe.

He's got a fork that he'll try and strike you with. Again, stay back, but watch out for the arrow coming from his eye as this tells you where he'll stick the fork. His energy attack is easily avoided by jumping just as it's launched (double jump if you have one) and he also launches some creatures at you which can be avoided by drawing them in one direction then running/jumping in the other. His final attack is a sticky drink he spits at you which can easily be avoided by just running left or right.

Now you know what he can throw at you, what do you do to defeat him? Simple, just use the objects in front of him to jump up to head height and throw or fire them at him. When he lowers his head his chest will open and you can attack his heart. Try and concentrate on Power Fusion Attacks as you can take this boss out easily if you keep collecting Power stones.



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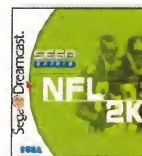
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DCM directory

AERO WINGS

Publisher ■ Crave Entertainment

6



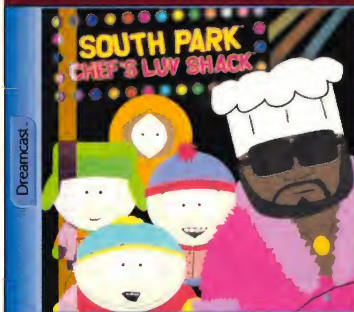
Players: 1-2 ■ Reviewed: Issue 3

Being the first flight sim to grace the Dreamcast format, you'd expect its creator to go all out and try and set a standard high enough to make competitors quake in their collective boots. Alas, Crave opted for the 'bang it out in time for Chrismo' approach, leaving quality as a mere afterthought. Basic graphics, bog standard gameplay and a bastard challenge await Red Arrow fans everywhere, so unless you go to Farnborough every year, steer well clear.

CHEF'S LUV SHACK

Publisher ■ Acclaim

6



Players: 1-4 ■ Reviewed: Issue 3

It contains all the voices of the crazy South Park crew, perfect cartoon animation and all the comedy touches that made the series the success it is. But... It's just a bloody quiz game with a few mildly amusing sub-games stuck on the side. In its defence, it's a great way to end an evening down the pub (as long as you're a fan) and it is available at a slightly knocked down price. But that's your lot.

ARMADA

Publisher ■ Acclaim

7

Players: 1-4 ■ Reviewed: Issue 5

You're thrown into the thick of the action from the start and it takes a while to get into the swing of things. Kill enemy ships to collect money to buy weapons, and become the best fighter pilot since Hans Solo graced the starry skies. Your eyes will have to be looked at after a few hours of play, as the graphics and principles behind the game could leave you seeing stars. This will be one of those misunderstood games that no one thinks about buying and all we can say is - pity.

BLUE STINGER

Publisher ■ Crave Entertainment

8

Players: 1-2 ■ Reviewed: Issue 3

In Sega's efforts to ensure all genres were covered on launch day, Blue Stinger was on call to cover the action/adventure end of the operation. It's no Resident Evil, of that there's no doubt, but what it offers is a strong, character driven game with all the elements to make it a strong back catalogue title. Forgive the slightly dodgy control system and you've got a game to keep you going while you're waiting for Res Evil Code: Veronica.

CHU CHU ROCKET

Publisher ■ Sega

8



Players: 1-4 ■ Reviewed: Issue 10

Let's not dwell on the fact that Chu Chu Rocket looks awful. Though the 2D levels are plain, the mice and cats lack decent animation and presentation all round is minimal, none of this matters one little bit, because the gameplay is tremendously addictive. Don't be misled by the, 'If the graphics aren't much, then neither is the game' school of thought. The look helps, but gameplay is everything; remember that. Approach Chu Chu Rocket as you would a girlfriend - not much to look at, but great fun underneath.

BUGGY HEAT

Publisher ■ Sega

5



Players: 1-2 ■ Reviewed: Issue 3

How could Sega do it? Surely they wouldn't rely on the new technology behind Dreamcast to sell a hunk of junk masquerading as a decent game? Well it looks like they did and Buggy Heat is that hunk of junk: graphically uninspired and fundamentally flawed in both control and challenge. We'd like to think that Sega look back on this and hang their heads in shame. 'Why did we put our name to this pile of poo?' they'll say.

BUST-A-MOVE 4

Publisher ■ Acclaim

7



Players: 1-2 ■ Reviewed: Issue 12

Playing Bust-a-Move 4 is kind of like picking up women - either you've got it, or you ain't. Of, course, if we were to be politically correct, we'd compare it to a crossword - either you can do it, or it's straight over your head (but that's boring). As the title suggests, the series has been with us for quite some time now and enjoys a status comparable to Tetris in its addictiveness. If you like your puzzle games, you're going to love this. 'Nuff said.

CRAZY TAXI

Publisher ■ Sega

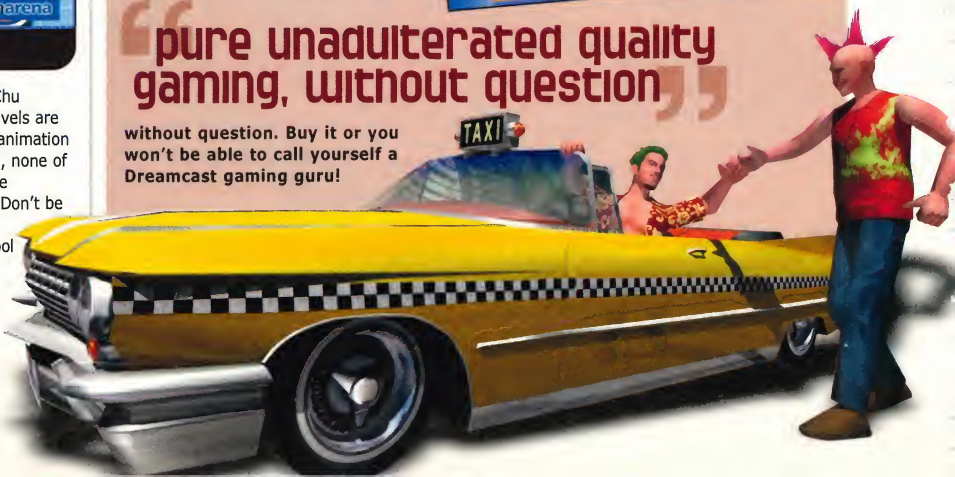
Players: 1 ■ Reviewed: Issue 6

Possibly the best arcade conversion yet! Crazy Taxi doesn't just mirror the arcade version perfectly and have equally beautiful graphics, it also has added game modes for some extra longevity. Steer your cab round heavy traffic with haste and precision and your tips will come flying in. Deal with angry punters and deliver the vicar to the church on time, and your name will be in the number one rankings spot before you know it. Pure unadulterated quality gaming,



pure unadulterated quality gaming, without question

without question. Buy it or you won't be able to call yourself a Dreamcast gaming guru!

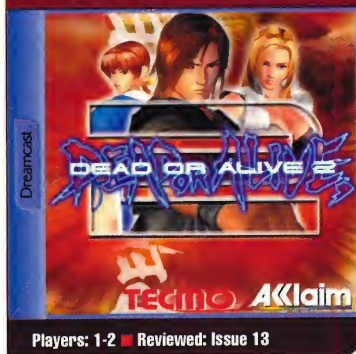




DEAD OR ALIVE 2

Publisher: Acclaim

8



Players: 1-2 Reviewed: Issue 13

With Soul Calibur as the trailblazer, it's great to see Dead or Alive 2 continuing to drag the genre into the 21st century. Featuring the most advanced graphics ever seen in a game of its kind, Tecmo have delivered a near-ultimate display of sex and violence - no complaints there, then. Though sadly lacking the longevity to challenge the mighty Soul Calibur, it's a game that cries 'buy me', and indeed you should. A fantastic fighting engine, brilliant beats - could an honest man ask for more?

DRAGON'S BLOOD

Publisher: Virgin/Interplay

7



Players: 1 Reviewed: Issue 10

Those who persevere with this discover a tidy, atmospheric game which sports some beautiful touches hiding behind a fairly thin veil of unfriendliness. The mist which enshrouds the combat system never quite lifts, even when proficiency and familiarity develop, and this, coupled with play mechanics which fall short of current benchmarks, serve to bar Dragon's Blood from the hall of true classics. However, if you've finished Shadowman recently and fancy something similar but less complex, look no further - you've found your next quest.

DEADLY SKIES

Publisher: Konami

6



Players: 1 Reviewed: Issue 6

Another flight sim is offered up and we're afraid to say it doesn't go anywhere no-one's been before. The graphics are dull (with the exception of the replays that is), the action takes place at almost a snail's pace and there are splendid features that were in the import version that have been carelessly taken out. The missions aren't exactly inspiring either. Maybe the aviation enthusiasts out there will be pleased with the wide range of jet fighters on offer but there's really nowt else to keep you occupied through the evenings. Stick with Incoming for now in the hope that some developer, somewhere, is working on a fast and furious sky battle which really gets the adrenaline pumping.

DEEP FIGHTER

Publisher: Ubi Soft

Players: 1 Reviewed: Issue 12

8



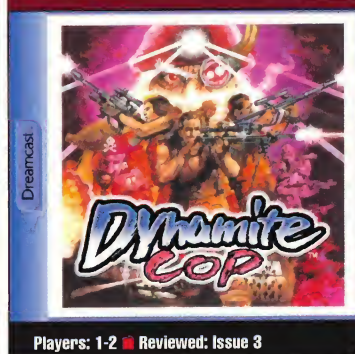
A really 'deep' submarine game (bad pun - Ed) that might be a little low on instant thrills and spills, but poses an excellent long-term challenge. The story is complex, the FMV sequences are well scripted and it's excellent simulation-style of gameplay makes it like an underwater Wing Commander style sci-fi opera. Avoid if you're the kind of player that likes to pick up a game for a 'quick raz', as entire weekends should be lost immersed in the atmosphere and challenge it poses.

an underwater wing commander style sci-fi opera

DYNAMITE COP

Publisher: Sega

6



Players: 1-2 Reviewed: Issue 3

Another terrible embarrassment for Sega here, with not enough in its defence to save it from various EB bargain bins around the country. Though there's an abundance of different moves and combos on offer, there just aren't enough stages to keep any player entertained for more than a couple of hours. Multiplayer mode might warrant another bash, but half an hour later you're going to be done. Don't cause your wallet any unnecessary pain - it's just not worth it.

ECCO THE DOLPHIN

Publisher: Sega

9



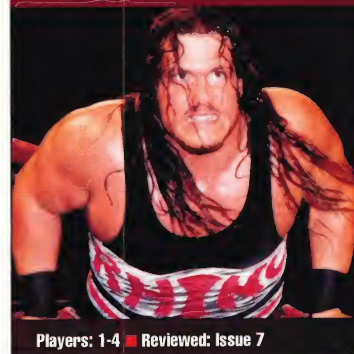
Players: 1 Reviewed: Issue 9

Yet another little gem from Sega. Just when you thought that all the Dreamcast titles were either arcade, PC or PSX conversions, in comes a truly unique title. Controlling Ecco himself, you have to defend the future from an evil force that's trying to turn your tranquil oceanic world into chaos. Boasting some of the most stunning graphics we've yet seen from the Dreamcast, Ecco's gameplay will ensnare you for hours. Well worth buying.

ECW Hardcore Revolution

Publisher: Acclaim

7



Players: 1-4 Reviewed: Issue 7

It's good, but not great. Although it's streets ahead of the rushed-out PlayStation port WWF Attitude, it's still pretty obvious the game engine was written for a less powerful machine and tweaked. There are plenty of moves and weapons that cause serious physical pain, like cheese graters, shovels and ladders. You won't be disappointed if you buy it, but it won't be long before another Dreamcast grappler blows it out the ring.



Players: 1 Reviewed: Issue 5

EVOLUTION

Publisher: Ubi Soft

4

Hmmm, a bit of a disappointment, then. It's frustrating to see old-style role playing games when the Dreamcast gives developers the opportunity to deliver games such as Shenmue. Cartoon-style characters, turn-based battle scenes, monsters, minions and spell casting - classic. As long as you like that kinda thing. So, it received the not-so-good score of four out of ten, a pity as some gamers like the traditional RPG formula, but the best is surely yet to come.



Players: 1-2 Reviewed: Issue 3

F1 WORLD GP

Publisher: Video Systems

6

Video Systems have had several successes on the PSX and N64 but F1 World GP on the Dreamcast really isn't going to join those ranks. There are several reasons for this (including twitchy controls and bog standard graphics), but the biggest and most unforgivable is the slowdown that occurs with heavy traffic. Monaco GP doesn't have that problem, so why should this? The Dreamcast is capable of so much more. Perhaps Grand Prix 3 with show Video Systems how it's done!

FIGHTING FORCE 2 8

Publisher ■ Eidos

Players: 1 ■ Reviewed: Issue 4

While not as easy on the eye as luscious Lara Croft, Hawk Manson (star of Fighting Force 1 and 2) offers some sharp moves, a cool first-person mode and loads of macho attitude. Though at heart the game's a scrolling beat-'em-up, FF2 has some adventure elements to keep you on

your toes. Graphically speaking it offers some excellent locations for fisticuffs but is let down at times by bland opponents. It's not gonna win any awards, but it's got more than enough to keep fans of the genre happy.

loads of macho attitude



4 WHEEL THUNDER 8

Publisher ■ Midway



Players: 1-4 ■ Reviewed: Issue 9

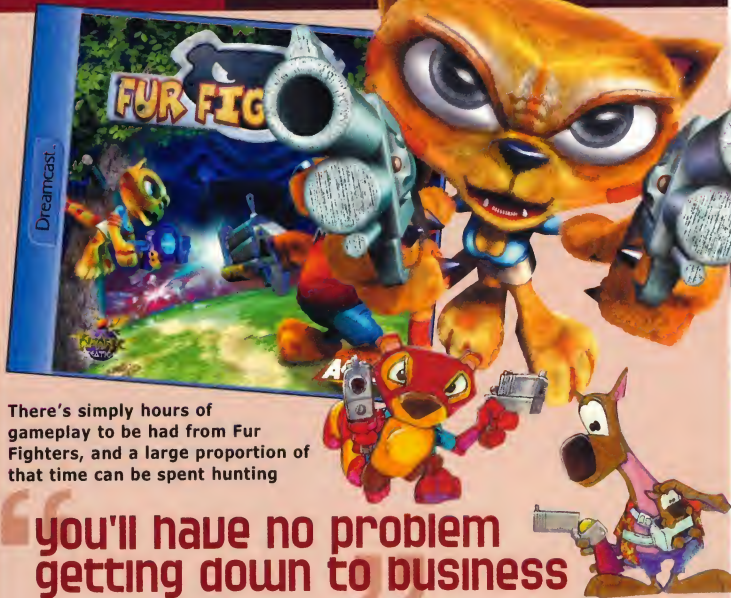
This Midway title puts Sega's buggy effort to shame, letting you race with some funny looking vehicles around both indoor and outdoor courses. There are loads of game modes to choose from, as well as some multiplayer mayhem. You'll no doubt notice its similarity to Hydro Thunder, with the most obvious comparison being the four and nine second turbos you collect as you race. This is definitely a contender in the race for best DC driving title, but the thing is, we've got V-Rally 2 coming later, challenging Crazy Taxi for pole position.

FUR FIGHTERS 8

Publisher ■ Acclaim

Players: 1-4

Reviewed: Issue 10



There's simply hours of gameplay to be had from Fur Fighters, and a large proportion of that time can be spent hunting

you'll have no problem getting down to business

around for your babies and wondering where you last saw the teleport with the appropriate character inside for the baby you accidentally discovered about half an hour ago. But to be honest, that's this title's only fault. If you like killing off endangered species and rescuing babies, coupled with some fun puzzles and crazy characters, you have no problem getting down to business with this title. Have fun.

GAUNTLET LEGENDS 4

Publisher ■ Midway



Players: 1-4 ■ Reviewed: Issue 12

1985 was when the original Gauntlet was released on the Atari. It was 2D and it rocked. This one is 3D and it doesn't - so much for progress. One to four players can take up the gauntlet and battle their way through millions of enemies using a small selection of moves and spells. It's repetitive, boring, unattractive and ultimately pants. There might be eight characters on offer, but there's very little to keep interest high for a little over a single sitting. Steer clear if you know what's good for you.

GTA 2 9

Publisher ■ Take 2 Interactive



Players: 1 ■ Reviewed: Issue 9

Pure, unadulterated illegal driving. Run over pedestrians, drive on the wrong side of the road, steal a truck load of cars - the sky's the limit. This has to be one of the most controversial titles ever to come out on a console (along with Carmageddon), but it's always the games parents and MPs hate that make for good gaming. The humour's straight out of the gutter too and the superb soundtrack adds extra appeal. Can we fault this title? Probably not. Simply put, this game offers the kind of uncomplicated and addictive gameplay that stops you from ever wanting to put down your controller, and that's what gaming's all about, right?

BEST OF THE BEST Beat-'em-up SOUL CALIBUR 9

Simply the best! Soul Calibur offers cutting edge graphics, a genius combat system, incredible longevity and a smidgen of knicker flashing just for good measure (ahh, Sophitia... Ed). Possibly the only fighting game out there with a longer single player mode than many adventure games - buy it!



HIDDEN AND DANGEROUS 8

Publisher ■ Take 2 Interactive

Players: 1 ■ Reviewed: Issue 13

You're probably under the impression that your average diamond is the hardest thing in the world. Perhaps climbing Mount Everest in your pants comes a close second, but all this has changed with the release of H&D - by far and away the toughest thing known to man. Okay, so that's a bit of an exaggeration, but it's certainly as mean as hell. With five first-class

missions of WWII strategy, team management and first- and third-person action, H&D is an instant classic. Split over two GD-ROMs, it's as hard as nails to master, but bloody impossible to put down!

the toughest thing known to man



HYDRO THUNDER

Publisher ■ Midway




Players: 1-2 ■ Reviewed: Issue 3

With the Dreamcast already being over-run with various types of driving games, Midway had to come up with something different and there's no doubt they managed it with Hydro Thunder. Super speedboat racing, complimented with super cool graphics and sound FX, really gets things off on the right foot. But having only one game mode and frustrating gameplay kind of levels things out though. Moments of genius and hair tugging alike.

INCOMING

Publisher ■ Infogrames




Players: 1-2 ■ Reviewed: Issue 1

Incoming represents the upside of direct PC ports. It's good looking, very playable and probably more suited to a console anyway. What it lacks in tactical depth it makes up for with arcade style action. Loners may find it a little repetitive, but split-screen mode works well and as a post-pub blast it's hard to beat. With stripped-back gameplay that's light on its feet and heavy on visual action, Incoming's a cheery bimbo who's so pretty you can't help but love her. A real must for flight sim fans.

JIMMY WHITE'S 2: CUEBALL

Publisher ■ Virgin Interactive




Players: 1-2 ■ Reviewed: Issue 3

Cueball's developers, Awesome, have almost lived up to their name with this splendid snooker simulation. Obviously it doesn't test the Dreamcast's powers, but the physics are spot on, and the graphics genre-leading. The game suffers a little without the aid of a mouse, but play still runs smoothly enough. As our only current sim, it's out on its own and endlessly entertaining, not unlike Jimmy himself.



JO JO'S BIZARRE ADVENTURE

Publisher ■ Capcom



Players: 1-2 ■ Reviewed: Issue 7

Based on the classic Street Fighter series in terms of both look and gameplay, it quickly veers off into new territory and becomes a genre-blurring adventure of epic proportions. You'll find yourself on an epic journey of discovery, during which a plethora of varied game styles are utilised. One minute you'll find yourself in a simple one-on-one bout against a human opponent and the next minute you'll be playing poker in a swanky casino. No, really.

LEGACY OF KAIN: SOUL REAVER

Publisher ■ Eidos



Players: 1 ■ Reviewed: Issue 6

Wow! Move over PlayStation version of this game and make way for the capabilities of the Dreamcast. The graphics, chilling storyline and sound effects add to the gameplay and bring this title on a par with such DC titles as Shadow Man and Resident Evil - now that's what we're talkin' about. Expect loads of puzzles, some a little more challenging than others, and a constant plot movement that just pulls you in. Stop the praise now, it's sickening. If you've never encountered Soul Reaver, now is a good time to introduce yourself.

MAKEN X

Publisher ■ Sega



Players: 1 ■ Reviewed: Issue 12

Maken X is a bizarre videogame hybrid of the first person shooter and action/adventure genres. Featuring crummy voice acting and a surreal plot line, this one's definitely going to appeal to Manga fans, but the action itself is solid enough, though somewhat repetitive at times. The mixture of Japanese school girls and mutant villains (in various S&M themes) will keep interest high to a point, but there's nothing here that can keep a player coming back for more after you've initially completed the game. Get yourself down to Blockbusters if you're still interested...

MARVEL VS CAPCOM

Publisher ■ Virgin Interactive



Players: 1-2 ■ Reviewed: Issue 3

On a console well known for its leading 3D fighters, 2D battles on. And with more shine and variety than Street Fighter Alpha 3, MVC is perhaps the best of the bunch. The 15 cartoon super heroes will take a splendidly long time to master and there's no shortage of big spangly moves. An all-new four-player tag-team option is also a great bonus. The controls can take some getting used to, but as 2Ds go, it's a bit of a Marvel (and a bit of a Capcom as well).

MARVEL VS CAPCOM 2

Publisher ■ Virgin Interactive



Players: 1-2 ■ Reviewed: Issue 10

Another 2D beat-'em-up for the taking, only this one's the best of the lot. There's plenty more characters thrown into the ring, and the controls have been altered to make them a lot more intuitive on the Dreamcast's pad. There's plenty more combo moves to master for all the characters. Capcom have really excelled themselves with this one. Even if you're not really a fan of the genre, it's worth renting from Blockbusters for the evening.



Publisher ■ Interplay

MDK 2 9

Players: 1 ■ Reviewed: Issue 7



The first MDK title was good, but this one's better. Not only do you get to control the old hero Kurt, but also Max (remember him?) and the mad inventor Dr. Hawkins. The graphics are (put simply) amazing and the environments you explore are massive. All the weapons from the original are still there, as well as some

new ones to get to grips with. This'll keep you amused for weeks, and then some. Definitely one of the Dreamcast's best adventure games yet.

definitely one of the dreamcast's best adventure games yet



MORTAL KOMBAT GOLD 4

Publisher ■ Midway



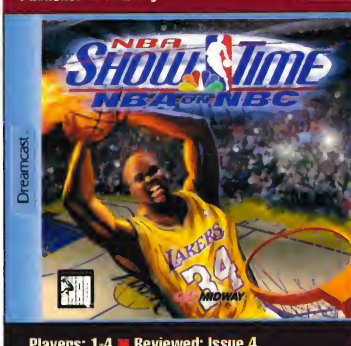
Players: 1-2 ■ Reviewed: Now we have

When DCM had to rank all the Dreamcast games of 1999, war broke out. With Soul Calibur at hand, the number one placing was easy, but the lowest position, number forty-one, was a different matter. How do you decide which is the worst of two games with no redeeming features? Well, somehow MKG managed to fend off Psychic Force 2012, but all this means is that it's less exceptional at being crap. Even worse than the film.



NBA SHOWTIME 4

Publisher ■ Midway



Players: 1-4 ■ Reviewed: Issue 4

As a direct port from the classic NBA Jam arcade series, there's plenty of simple button bashing fun, and a top-notch multiplayer mode. Unfortunately the game hasn't been sufficiently tweaked to suit the needs of the more demanding console player, especially when that console is the Dreamcast. There's a distinct lack of options and the graphics are substandard. With four players the game really comes to life, otherwise there's just no pulse. You're much better off With NBA 2K anyway.

MIDWAY'S GREATEST HITS: 1 6

Publisher ■ Midway



Players: 1-2 ■ Reviewed: Issue 12

Though each of the six games are decently presented and arcade perfect in their reproduction, it's likely that all these games are actually older than you. It's also likely that, unless you can actually remember these classics from the first time around, you're hardly going to be interested by them now. It's perfect for a walk down memory lane, but none of the titles are enough to keep most of you young whipper-snappers amused for more than five minutes. They're very easy to get into, though, so they're ideal to play with your younger brother (or your grandparents). The games on offer are Defender, Defender 2, Robotron 2084, Joust, Sinistar and Bubbles.

M/SOLDIER EXPENDABLE 8

Publisher ■ Infogrames



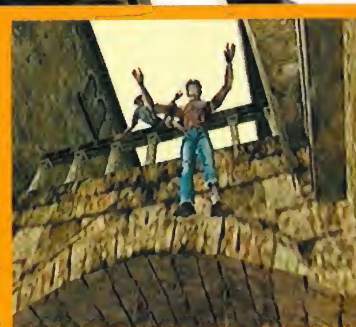
Players: 1 ■ Reviewed: Issue 1

Expendable veers away from the current fashion for 3D shooters. Its developers, Rage, aimed to recreate the best elements of classic shooters like Ikari Warriors and Commando, and they've mainly succeeded. Deep it ain't, and it could have been prettier, but there's plenty of heavy blasting action to disperse life's little stresses. Get a mate to fight alongside you and you've got yourself a much better game.



BEST OF THE BEST Shoot'em-up HOUSE OF THE DEAD 2 8

Four things. Big screen, HOTD2 and two light guns. Guaranteed happiness whatever the weather. Pinpoint accuracy is the order of the day as well as that good old family game 'Who can shoot the face off the axe wielding zombie the quickest'. Those winter evenings really will fly by, though the crappy voice acting will get on your tits from the off.



NFL BLITZ 2000 8

Publisher ■ Midway

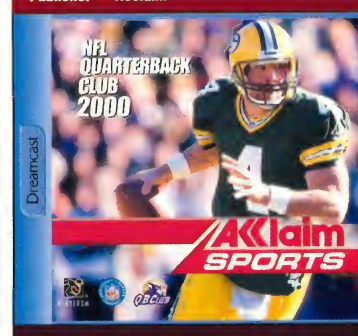


Players: 1-4 ■ Reviewed: Issue 4

A splendid arcade style title that does away with complicated plays and lets you straight into the action. And the control system mirrors this simplicity, using only three buttons for a wide variety of actions. Graphically it's less inspiring, but with such rich and smoothly flowing gameplay, who cares? As any toothless player will tell you, it's beauty on the inside that counts, and Blitz 2000's bursting with it.

NFL QUARTERBACK 7

Publisher ■ Acclaim



Players: 1-4 ■ Reviewed: Issue 4

Where Blitz 2000 is a big dumb (but good) blocker, Quarterback is a more sophisticated, well, Quarterback. Exhibition, Playoff, Season, Historic Sim, Custom Sim and Practice modes allow you to recreate all the game's complexities to an impressive degree. So if you're looking for a hard-core sim, this one's for you. Otherwise look left a couple of inches, and save yourself a lot of hassle.

NHL 2K

Publisher ■ Sega

7

Players: 1-4 ■ Reviewed: Issue 5

NHL2K is an impressive hockey game which should find favour with enthusiasts as well as more arcade-minded players. It's easy to pick up, but tough to master. It's good in single-player Tournament Mode and has plenty of multiplayer fun to boot!

Whether you're looking for a five-minute shoot-out or are ready for a whole season of hockey fun, NHL2K is recommended. N-ice.

PEN PEN

Publisher ■ Infogrames

7

Players: 1-4 ■ Reviewed: Issue 3

If mutated penguin racing is your game, this'll be right up your street. It's one of those weird concepts that just doesn't make sense outside of Japan. Anyway, just for the record there are seven Pen Pens, twelve tracks and a multiplayer mode for those willing to disclose their ownership to others. I don't know, maybe I just don't get it. Maybe there's a hidden message, like that song: Lucy in the Sky, with Diamonds...



PLASMA SWORD

Publisher ■ Virgin Interactive

5



Players: 1-2 ■ Reviewed: Issue 12

Ultimately, another lazy attempt at a 3D fighting game only with slightly different characters and slightly different moves. There might be a market for such games in Japan, but us Western folk generally expect a little more for our hard-earned cash. It's not even like there's anything particularly wrong with the combat system, but it's been done before so many times, there's nothing new to speak of. No flare, no spark, no punch. Still, the next instalment should be a little better...

BEST OF THE BEST:

Driving CRAZY TAXI

9

Barring Soul Calibur, Crazy Taxi is very possibly the best arcade to DC conversion we've seen. It comes replete with extra modes, scenarios and even an entirely new city to raz around. If you like your driving action as crazy as they come then this is for you, if not give Collin McRae or V-Rally 2 a go.



POWER STONE

Publisher ■ Acclaim

Players: 1-4 ■ Reviewed: Issue 1

Power Stone is a must for all beat-'em-up fans. If you don't already know, it's a one on one fighter with a difference. A series of three different gems appear periodically around the screen. Grabbing them (or beating them out of your opponent) enables you to unleash a wider range of attacks. Backgrounds are also highly interactive and there's a large arsenal of weapons to be found. The only problem with this game is Soul Calibur, which is better.



power stone is a must for all beat-'em-up fans



POWER STONE 2

Publisher ■ Eidos Interactive

9

Players: 1-4 ■ Reviewed: Issue 13

Though keeping the key principles underpinning its predecessor, Power Stone 2 actually feels quite different to play. It features a much more vigorous camera system that dashes cleverly around the game's massive stages, keeping everyone within frame and the action fast even when the stages are changing around you (and boy, do they change!). With an incredible array of weapons at your disposal, PS2 is probably the most interactive fighting game you'll see, and there's plenty of extras for gamers who always demand more (you know who you are). Put simply, this kicks arse!



put simply, this kicks arse!

PSYCHIC FORCE 2012

Publisher ■ Acclaim

4



Players: 1-2 ■ Reviewed: Not worth it

Potato seem to have had a fair few problems with their Dreamcast debut. It's awkward, ugly and quite frankly, crap. A bench-mark in failure. As much fun as stepping in doggy doos, slipping up, and then falling in it. Am I getting through? Its main achievement was being voted the worst game on the Dreamcast in '99. Let's hope it retains that lowly title for many years to come.

RACING SIMULATION: MONACO GP

Publisher Ubi Soft



Players: 1-2 Reviewed: 1

Isn't it frustrating how the Japanese get everything first? Well Monaco GP presents one of those rare occasions when we actually benefit from the delay. The once bland game received a vital face-lift before its UK launch, and now looks superb. The lack of a licence means true F1 fans might feel a little lost, but there are plenty of redeeming features. Simulation Mode is impressively realistic and Arcade Mode instantly playable. A pretty good start as the Dreamcast's premiere sim.

RAYMAN 2

Publisher Ubi Soft



Players: 1 Reviewed: Issue 6

This may be some people's idea of a cutesy platformer but we say otherwise. What Sonic Adventure was lacking (which wasn't a lot), Rayman 2 more than makes up for. Stunning graphics and a Spyro-inspired soundtrack blend easily with the constantly evolving gameplay seen throughout. The characters themselves are distinguished perfectly through their distinct personalities, and the puzzles, tasks, bosses and sheer variety will keep you amused for weeks, possibly days (depending on how immersed you are). Don't miss out on the next generation of the 3D platform genre.

RED DOG

Publisher Sega

Players: 1-4 Reviewed: Issue 9

'Bang, bang, rat-a-tat-tat, you're dead.' That's about the size of most action shoot-'em-ups these days, and Red Dog is no exception. You won't find an intro to the plot before the 'bang, bang, pow, cabang' comes into play. Instead Red Dog simply dumps you into a vague, future based fracas and leaves you to make your way through the game with the occasional mission objective and tank upgrade in your path.

It's kind of like dating the prettiest girl in school. She doesn't 'alf look nice, but when it comes down to the nitty gritty she just doesn't deliver.

RE-VOLT

Publisher Acclaim

Players: 1-4 Reviewed: Issue 4

Twenty toy cars have Re-Volted against their captors and made for a pretty creative racing game. The PlayStation version was at best unremarkable but 96 extra bits have made all the difference. There are 20 cars altogether and a wealth of weapons including water bombs, fireworks, turbos, oil and electrical charges which drain your opponents' batteries. There are slight glitches with the handling, but a big bag of original touches puts Re-Volt in a league of its own.

READY 2 RUMBLE BOXING

Publisher Sega



Players: 1-2 Reviewed: 3

The game that made the Dreamcast's launch rumble. This was the only title to really fight its corner in the all format charts, and for many good reasons. Each cartoon-like boxer is superbly animated and full of character, making competitive matches that little bit more personal. In Championship Mode you get a gym and three characters to train. But look, this game's just way too big to be summed up here, so go the distance down to the shops and you'll come back a winner.

BEST OF THE BEST:

Puzzle

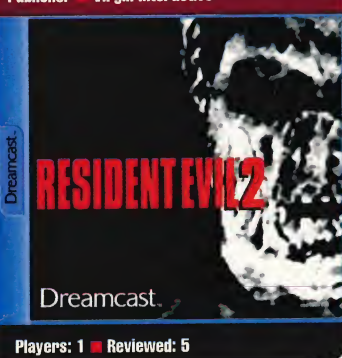
CHU CHU ROCKET

Just the fact that this is the worlds first online console title is enough to 'rocket' Chu Chu to the top of the pile, but luckily it's a damn fine puzzle game too. It might have pants graphics and an uninviting name (or was that the other way round - Ed?), but once you pop your Chu Chu cherry, you just can't stop. Goodbye early nights, hello huge phone bills!



RESIDENT EVIL 2

Publisher Virgin Interactive



Players: 1 Reviewed: 5

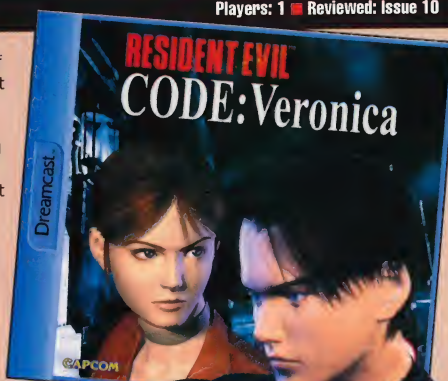
It's already had its day on the PlayStation and for some reason Virgin decided to keep the momentum going on the Dreamcast before we were treated to Code Veronica. There's probably no need to tell you that it will always have a special place in all of our hearts, but there's just nowt new to get your teeth into. All the characters are still there, namely Claire Redfield, and the Umbrella Corporation is still up to its old tricks. Need we say more? Get yourselves a copy if you've never before experienced what is 'Res Evil', otherwise bide your time folks - it'll be worth the wait.

RESIDENT EVIL CODE: VERONICA

Publisher Eidos

Players: 1 Reviewed: Issue 10

This is a title not to be missed. If you love jumping out of your seat with fright, coupled with immersive and action-packed gameplay, you can't go far wrong with Code Veronica. If you love being gripped to your seat almost as much as you like jumping out of it with fright, Code Veronica keeps you hooked. We were glad the adventure carried onto a second disc, as we never wanted it to end. This is easily the best Resident Evil yet; anyone for another?



"this is easily the best resident evil"



SEGA BASS FISHING

Publisher Sega



Players: 1 Reviewed: 3

This is undoubtedly the most comprehensive, realistic and enjoyable fishing game ever. Arcade Mode involves catching as many bass as you can in one of three areas: Lodge, Cape and Inlet. Original Mode allows you to take part in the SBFA Amateur Tournament, including five stages set during morning, noon and evening. Leave your wellies in the loft and give Sega Bass a go - I guarantee it'll reel you in.

SEGA RALLY 2

Publisher ■ Sega



Players: 1-2 ■ Reviewed: Issue 1

Sega's flagship racer is everything you'd expect, with heaps of cars and tracks and gloriously sharp graphics. There are loads of nice touches, including ostriches running across the tracks and onlookers playing chicken with your car. Slowdown, although rare, is evident and there could have been more of a challenge, but these factors barely detract from one of Sega's many leading arcade experiences. This will always remain a classic.

SILVER

Publisher ■ Infogrames



Players: 1 ■ Reviewed: Issue 10

Silver is a competent game, but not a masterpiece. The overall game construction is good, the scenery beautifully rendered and the voice-overs brilliantly acted. It's great to see developers using the Dreamcast's unique power to offer gamers something other than a tweaked PlayStation offering, but fiddly flaws and an overall lack of outstanding characterisation means it falls short of greatness. There's a huge potential for Silver II, though.

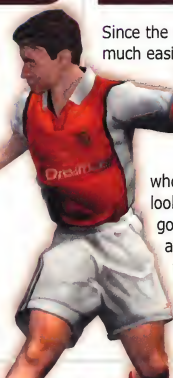
SEGA WORLDWIDE SOCCER 2000

Publisher ■ Sega



Players: 1-4 ■ Reviewed: 4

After UEFA Striker's delay, Sega Worldwide Soccer 2000 has come along and given it a kick in the shins. It's a cool marriage of the SWWS series' arcade style and Silicon Dreams' more sophisticated approach. While a quick start option allows you straight into the action, all the options are there. You can set up the camera, select the environment, teams, tournaments, and even indulge in customisation procedures. With intuitive controls and genre-leading graphics, SWWS is firmly the Dreamcast favourite.



SEGA WORLDWIDE SOCCER 2000 EURO

Publisher ■ Sega




Players: 1-4 ■ Reviewed: 9

Since the last version, things have been made much easier to get into, and the game feels that little bit tighter all round. It's not going to convert those who had major problems with the previous version, but it does reward those who enjoyed SWWS 2000 and are looking for something a little more. It's good, and it's better than Sega's last attempt, but for another forty quid we'd have expected something a little more than this. It's arguably the best footie game on Dreamcast, but still leaves us yearning for ISS Evolution.

SHADOW MAN

Publisher ■ Acclaim



Players: 1 ■ Reviewed: Issue 4

You play the part of a student-turned-assassin who has been given the chance to atone for his sins by saving mankind from impending doom. Armed with various weapons and devices you can blast and flame your enemies and even look them up in secret FBI files. The character movement has been noticeably improved since earlier versions, with quicker responses and less slugging around. If you can handle an irritating camera and a big dose of trial and error, you'll quickly find yourself trapped in this wonderfully hideous world.



SLAVE ZERO

Publisher ■ Infogrames



Players: 1-4 ■ Reviewed: Issue 5

Infogrames are just pulling out those decent games right left and centre at the moment. Showcased in issue 5, Slave Zero is a feast for your eyes. You take control of a 60-foot biomechanical war machine in order to put an end to an evil dictator's cunning mission to take over the city of S1-9. Loads of destructive weaponry, 13 levels and graphics to salivate over – what more could we possibly want? Online playability perhaps? Four players can have a bash at Deathmatch mode, which will suffice. A worthy score for such an action-packed game.

SNOW SURFERS

Publisher ■ Sega



Players: 1-2 ■ Reviewed: Issue 2

Following the success of the PlayStation trilogy, the Dreamcast should have taken Cool Boarders to another level. Unfortunately something has gone very wrong, and the UK version has been renamed Snow Surfers. There are seven courses altogether – pretty meagre compared to Cool Boarders 3's 36. On top of this the game's music and image is generally more 'acceptable' than 'cool'. Graphically it's top drawer, but there just isn't enough depth or playability to warrant the asking price.

SONIC ADVENTURE

Publisher ■ Sega



Players: 1 ■ Reviewed: Issue 1

Sega's flagship 'hog returns in his first 3D adventure, with splendid success. Aside from Sonic there are five characters to control, each with their own tailored abilities. There are three massive adventure areas to explore: Station Square, Mystic Ruins and the Egg Carrier (Dr Robotnik's space ship). Despite unfortunate technical glitches, including an irritating camera, Sonic has firmly recaptured his post at the forefront of platform and adventure gaming.

'hog returns in his first 3d adventure with splendid success

BEST OF THE BEST

Action

MDK 2

With massive levels, heouge guns and hilarious characters MDK 2 is a sure-fire hit if you like your action thick and fast. With three controllable characters each with their own abilities and quirky personalities you're guaranteed a whale of a time while you kick fat alien ass. Shoot first, ask questions later.




SOUL CALIBUR 9

Publisher ■ Sega

Players: 1-2 ■ Reviewed: Issue 1

Probably the best beat-'em-up in the World. No, just kidding, this IS the best beat-'em-up in the World, and by quite some distance. Having ruled the PlayStation with their Tekken and Ridge Racer series, Namco have already established themselves as masters of the next generation. Soul Calibur is simply the most playable, challenging and graphically awesome game ever! If you haven't already got it, well, I don't know why we bother.

the best beat-'em up in the world



SOUL FIGHTER 8

Publisher ■ Mindscape

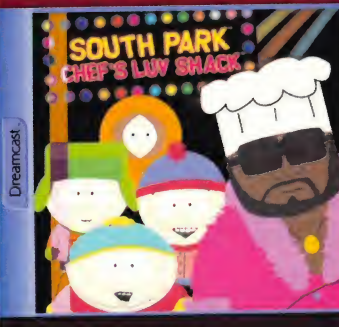


Players: 1 ■ Reviewed: Issue 3

After the disappointment of Dynamite Cop, the Dreamcast was still in need of a decent scrolling beat-'em-up and Soul Fighter fits the part nicely. Choose either a warrior, a magician or a girlie, ignore the sketchy plot and kick some serious monster arse. The lack of a two-player mode is a real downer, but there's plenty of challenge, which goes some way to making up for it. A great example of old school action polished up by your Dreamcast.

SOUTH PARK RALLY 7

Publisher ■ Acclaim



Players: 1-4 ■ Reviewed: Issue 12

Postponed several times and tweaked a few more, you'd be forgiven for thinking South Park Rally is the burned-out banger of the driving genre. You would, however, be wrong. Well mostly. As well as offering the majority of the South Park cast racing around in amusing carts, the game has some nifty tracks, amusing voice-overs and a selection of crazy weapons. Dodgy controls and questionable longevity hold it back however.

BEST OF THE BEST
Sport
VIRTUA TENNIS
You won't find a more enjoyable game even if you can't stand strawberries and cream. It offers real players, amazing sub games and a challenge unmatched in the videogame tennis world. It's easy to play, but near impossible to master, so be ready to break a few pads in your quest to become number one in the world. Only the best for the captains table!



SPACE CHANNEL 5 8

Publisher ■ Sega

Players: 1 ■ Reviewed: Issue 13

Sega's all new sex kitten, Ulala, is the star reporter on the future's biggest TV channel, Space Channel 5. Her sexy dance moves and revealing attire put the likes of Lara Croft to shame, while the soundtrack underpinning the title is the best of recent times. You might not be particularly keen on the dance/music genre, but one sniff of SC5 converts even the most orthodox gamer. It's quite short, but devilishly sweet and features one of the coolest end sequences in a game we've seen for some time. If you're still not sure, get down to Blockbusters and try it - you might like it!

the soundtrack is the best of recent times

SPEED DEVILS 9

Publisher ■ Ubi Soft



Players: 1-2 ■ Reviewed: Issue 2

Speed Devils is an American muscle-car racer with a twist. Your base in Championship Mode is the garage, from which you can purchase and upgrade up to three cars at a time. To progress through the game you'll need some cash, which can be earned in several ways, including spending the most time in the lead, busting police radars, winning the race and winning bets set by your opponents. There are 12 cars, 13 tracks and a fabulous split-screen multiplayer mode. What more could you want? Apart from a lottery win maybe...

SPIRIT OF SPEED 1937 3

Publisher ■ Acclaim



Players: 1 ■ Reviewed: Issue 13

Spirit of Speed is quite remarkable in its own way. It takes a great idea for a game, places it on possibly the most capable platform there is (that's the Dreamcast, of course) and manages to f***k it up in grand style. There's plenty for enthusiasts to sink their teeth into (stats and models of all the old cars for example), but the game itself falls over as soon as the first loading screen appears (and doesn't disappear for at least 40 seconds). Unless you really are a complete retro car freak, steer well clear of SoS (save us!) and wait for something like Ferrari instead. At least when F355 takes a while to load, you know it's all worth while.

STAR WARS EPISODE 1: RACER

Publisher ■ Activision

6



Players: 1-2 ■ Reviewed: 13

It took about a year for Racer to be released on the DC, and there are no improvements, graphical or otherwise, to show for it. Although it's quicker than shit off a shovel, the courses are sparse, and the graphics lack detail. With 21 courses around eight Star Wars worlds, it's not like the game's a couch potato, but it's the mountain of minor annoyances that makes this a slouchy racer. Just take a look at Star Wars Racer in your local Sega Park to see how much of a missed opportunity Activision's effort really is.

STREET FIGHTER ALPHA 3

Publisher ■ Virgin Interactive

6

Players: 1-2 ■ Reviewed: Issue 3

Street Fighter Alpha 3 is, well, Street Fighter Alpha 3. It holds very little over the PlayStation version, aside from small graphical tweaks and a bundle of extra game modes. There are hundreds of moves, but some are a little awkward to pull off. If you're a big fan of the genre and 2D doesn't bother you this will certainly keep you happy. Otherwise, leave well alone.

STREET FIGHTER DOUBLE IMPACT

Publisher ■ Capcom

7

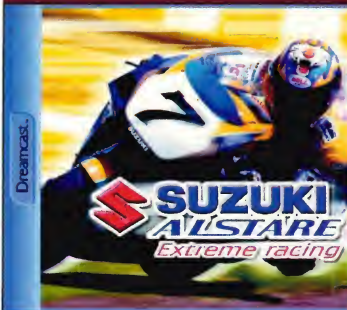
Players: 1-2 ■ Reviewed: Issue 7

If 2D fighting is your bag, there's no doubt that Capcom's latest scrapper is the cream of the crop. The only original characters left are Ryu and Ken (and a secret appearance by Gouki – surprise, surprise!). The only truly weak point of Street Fighter III is the lack of a serious long term challenge. World Tour Mode is sorely missed here, leaving nothing much more than Arcade and Versus modes. Great for Street Fighter fanatics, but there's just not enough for more casual players.

SUZUKI ALSTARE

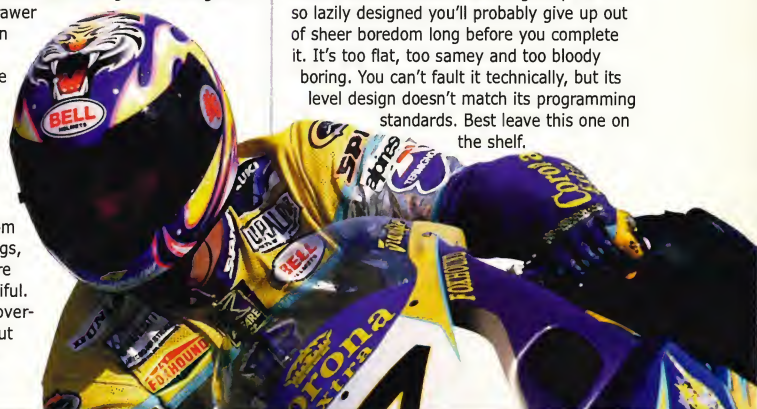
Publisher ■ Ubi Soft

8



Players: 1-2 ■ Reviewed: Issue 3

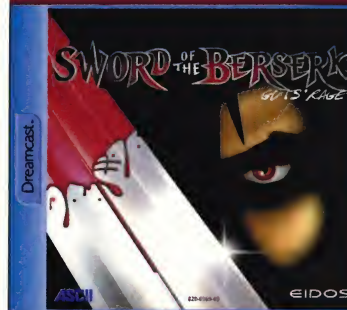
Speed Demon developers Criterion had one main objective here: to make the fastest, smoothest racing game around. They've recreated the Suzuki Alstare team along with six GSXRs, from the standard 600 to the insane superbike 750. The game manages to blend top-drawer arcade action with a very realistic edge drawn from Suzuki's considerable input. The helmets and bikes are modelled from the real things, the tracks are entirely fanciful. Handling is oversimplified, but the speed is totally pure.



SWORD OF THE BERSERK

Publisher ■ Eidos

4



Players: 1 ■ Reviewed: Issue 9

Enter some gory 3D sword-swinging action. It's not too tough (the first encounter is a trainer), but the fight whets your appetite for what's to come.

But what a let-down. Sword of the Berserk should've been a cool game, but it's so lazily designed you'll probably give up out of sheer boredom long before you complete it. It's too flat, too samey and too bloody boring. You can't fault it technically, but its level design doesn't match its programming standards. Best leave this one on the shelf.

SYDNEY 2000

Publisher ■ Eidos Interactive

8

Players: 1-4 ■ Reviewed: Issue 13



Well, with a credit due to the developers (Attention to Detail), it appears that, for once, the official licence has offered more than a logo on the opening screen. They've done a grand job of bringing 12 of the hottest Olympic events to the comfort of your own home, with style, grace and excellent playability. Motion capture has been taken to a new level with the release of Sydney 2000, and so has the benchmark for all future multi-event sports games.



for once, the official
licence has offered
more than a logo

TECH ROMANCER

Publisher ■ Virgin

5

Players: 1-2 ■ Reviewed: Issue 9

Tech Romancer is easy to pick up and play; nothing too complex here, just bash those buttons and get on with it. It looks like a traditional fighting game, with the same colourful graphics and special effects and good finishing moves too – shame you're the one being finished. The decent selection of combatants gives you the chance to be beaten in a number of various guises.

Tech Romancer certainly looks the business and will be instantly familiar to fans of the genre. Therein lies the problem: there is nothing here that you have not seen before, or seen better.

TEE OFF

Publisher ■ Acclaim

8

Players: 1-4 ■ Reviewed: Issue 5

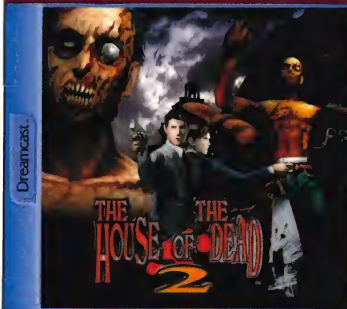
What a cool game. Whether you've just got back from the pub or you just want a quick round, this title is satisfyingly tasty enough for your gaming palette. It's very cartoon-style (not dissimilar to Everybody's Golf on the PlayStation) and the intro sequence screams Japanese from all crevices. It has loadsa game modes, nice-looking characters and if the backgrounds were a little less basic it would almost be worth a nine out of ten.

Four player is almost too competitive, so be careful not to lose your closest friends. Someone's going to have to go a long way to better this golf game.

THE HOUSE OF THE DEAD 2

Publisher ■ Sega

8



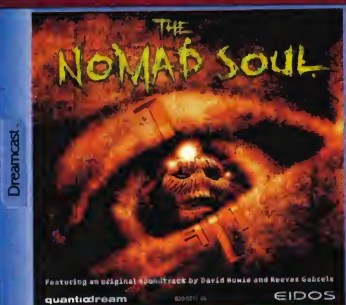
Players: 1-2 ■ Reviewed: Issue 1

Sega's classic arcade shooter has been brilliantly converted to the Dreamcast. There are no discernible graphical differences and all the gory violence remains. You must take out the monsters and look after the innocent people to find the quickest route to the evil inventor, Goldman. Enemies range from face-sucking frogs to axe wielding zombies. It's annoying that you have to start the game from the beginning every time you lose, but it's still the sharpest shooter around.



THE NOMAD SOUL

Publisher ■ Eidos Interactive



Players: 1 ■ Reviewed: Issue 8

This is clearly the future of adventure gaming. Well, for starters it's got a cool soundtrack which is written and sung by David Bowie – he even appears in the game. Basically, you're a law enforcement officer who's had to possess another bloke's body so he can investigate his partner's death. Nomad Soul offers a well-defined challenge and a deep insight into a dark and futuristic world, filled with utilitarian technology and a functioning virtual community. The puzzles work logically through this well balanced adventure and the graphics are beautifully cinematic – this is a must for fans of the genre.

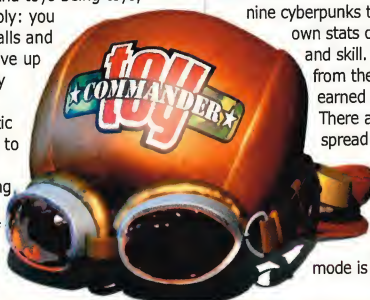
TOY COMMANDER

Publisher ■ Sega



Players: 1-4 ■ Reviewed: Issue 2

Toy Commander surely rules the realm of original gaming concepts. You must lead your toys through increasingly tricky tasks to prove you're still the boss. And toys being toys, normal rules don't apply: you can survive massive falls and collisions and even drive up the walls. In gameplay terms there's a bit of everything, from frantic Mario Karting through to Tomb Raideresque progressive platforming and exploration. A splendid compound of everything you love about games.



BEST OF THE BEST Adventure RESIDENT EVIL CODE : VERONICA

Buy it, but only if you think you're hard enough to complete it without the aid of a guide. It's one of those all time classics that you can play again and again earning bonuses for completing it quickly the second and third time around. Two disks of pure, unadulterated joy – don't miss it.



TIME STALKERS

Publisher ■ Sega

Players: 1 ■ Reviewed: Issue 11

When will we get a decent RPG on the Dreamcast? This one's as dull as they come. The battle scenes bore, the randomly-generated dungeons are devoid of life and the text is verbose to the point of being turgid. Publishers take note – random dungeon geomorphs don't make the game play differently every time, they make it play the same all the time. So there.

TOKYO HIGHWAY CHALLENGE

Publisher ■ Crave Entertainment

Players: 1-2 ■ Reviewed: Issue 3

Pick one of 24 cars and race along Tokyo's streets at night. Sounds great, and for a while it is, but as you make your way through 134 different opponents, the action all becomes a bit samey. The courses are well designed, but when compared to Speed Devils there just isn't as much variety. Winning and losing is determined by a time-lag system: fall too far behind and you've lost and vice-versa. Graphically flawless but lacking any real depth.

TRICK STYLE

Publisher ■ Acclaim



Players: 1-2 ■ Reviewed: Issue 2

With their stunning Dreamcast debut, Criterion have lifted boarding to a new level. There are nine cyberpunks to control, each with their own stats on speed, strength, power, and skill. Five boards are available from the start and more can be earned by beating the bosses. There are loads of excellent courses spread over several different countries including the UK, USA and Japan. Graphically it's right up there with Sonic and a comprehensive two-player mode is the icing on the cake.

TOMB RAIDER: THE LAST REVELATION

Publisher ■ Eidos Interactive



Players: 1 ■ Reviewed: 7

The long and short of it is that Tomb Raider: The Last Revelation is a classic of our time and a game that is so involving that days can turn to nights and back again before you realise you've missed an entire night's kip. Tomb Raider: TLR offers Dreamcast fans the highest quality production values, the best presentation and greatest gameplay anyone could hope for. If you've ever had doubts in the Dreamcast's abilities, they sure as hell should be history by now!



UEFA STRIKER

Publisher ■ Infogrames

Players: 1-4 ■ Reviewed: Issue 2

With Expendable and Le Mans already under their belt, Infogrames have marched proudly (if a little late) onto the pitch. In pure gameplay terms it can't better ISS Pro, and you might find the controls slightly awkward at first, but given a chance, Striker does have its moments. Some areas of play such as shooting have been made easier and the game flows well. But let's not sell it short. It's a great looking game that offers a quite deep yet still highly enjoyable sporting experience.

VIGILANTE 8: SECOND OFFENSE

Publisher ■ Activision

Players: 1-4 ■ Reviewed: Issue 5

It's just a whole lotta gun blasting, truck chasing drive! No, that's unfair, it's really not that bad but it doesn't come close to the original effort found on the PlayStation. The best feature by far is the multiplayer, where up to four of you can slog it out – it's stress relief if nothing else. However, as Simon so rightly said, 'It lacks soul'. Graphics are good, there are lots of characters to choose from and a whole host of weapons for the taking, but it just ain't got what it takes to make the Dreamcast game – sorry!

TONY HAWK'S SKATEBOARDING

Publisher ■ Crave



Players: 1-2 ■ Reviewed: Issue 12

Tony Hawk's Skateboarding positively steam-rolled the PlayStation market over a year ago. The Dreamcast version gave Tony a complete graphical overhaul, smoothing off those jagged PSX edges and taking the rendering into true next-generation territory. Thankfully, though, the fast-paced, unbelievably intricate and highly addictive gameplay remained firmly intact. With this in mind, and that graphical overhaul, the Dreamcast now has the definitive version of this superb game.



VIRTUA ATHLETE 2K

Publisher ■ Sega



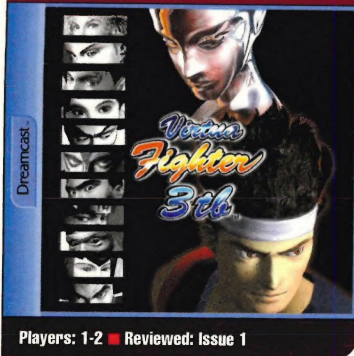
Players: 1-4 ■ Reviewed: Issue 13

Strangely, Virtua Athlete was created by the same team that put Decathlete for the Saturn together a few years ago. Strange because Decathlete was a remarkably good game that utilised the power of the Saturn and won critical acclaim through its remarkable playability. Virtua Athlete, on the other hand, is a complete and utter pile of arse that demands little skill and uses a graphics engine so poor, 32-bit PlayStation games like International Track & Field still manage to top it. Pants.

VIRTUA FIGHTER 3TB

Publisher ■ Sega

7



Players: 1-2 ■ Reviewed: Issue 1

Perhaps the weakest of Sega's flagship games, Virtua Fighter 3tb seemed to suffer somewhat from hurried development and testing. All the usual fighters are present, along with a decent gathering of fresh characters, but graphically the title already looks dated. The lack of twin shoulder buttons on Sega's pad also causes problems. Even though it was a launch title, beat-'em-ups have since progressed leaps and bounds. Basically Virtua's generally a solid title, but it's dramatically dwarfed by the likes of Soul Calibur.

VIRTUA STRIKER 2: VERSION 2000.1

Publisher ■ Sega

4



Players: 1-2 ■ Reviewed: 5

Virtua Striker has always been welcomed with open arms in the arcades and with the Dreamcast around it's an easy cash in to make by releasing this title. But give us UEFA Striker or Worldwide Soccer any day, we say, as although this is a big, flash example of what the DC can do there simply isn't a playable game attached. It hasn't got a very pick-up-and-play philosophy, you just take thrashing after thrashing - learning curve? What learning curve? Looks good. Plays bad.

VIRTUA TENNIS 9

Publisher ■ Sega

Players: 1-4 ■ Reviewed: Issue 12



Without doubt, the best tennis game we have ever played. It doesn't matter if you're a fare weather fan or a hardened tennis junky, Virtua Tennis has got the lot. From the earliest days of video games, tennis has played a major role and it seems fitting that this is the pinnacle in the long line of titles from Pong, Super Tennis and Anna Kournikova's Smash Court Tennis. The benchmark by which all new games will be gauged - buy it now!

Without doubt, the best tennis game we have ever played

WACKY RACES

Publisher ■ Infogrames

8



Players: 1-4 ■ Reviewed: Issue 10

Wacky Races is a great karting game which is full to the brim with invention and humour. It manages to succeed in being both a lot of fun and a great challenge. With so many modes to conquer and bonuses to unlock, decent gameplay and excellent graphics, let us hope that Wacky Races will herald a new generation of original karting games. Heyyyp!

BEST OF THE BEST

Football

SEGA WORLD-WIDE SOCCER 2000 EURO EDITION

Let's get one thing straight; it's not a ISS Evolution, though it gives it a bloody good go. The graphics are great, the animation is good, but it's slightly let down by a less than God-like control system. If you're a bit of a footy connoisseur, try before you buy, but the chances are you already have. Expect the new version by the end of the year.



WILD METAL

Publisher ■ Take 2 Interactive

8



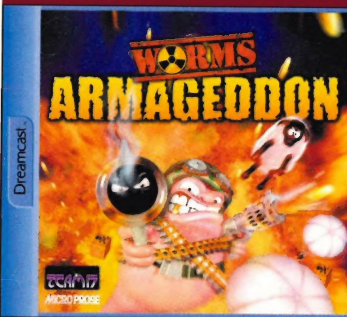
Players: 1-2 ■ Reviewed: Issue 6

Although not really challenging Sonic or Soul Calibur in the graphical stakes, Wild Metal's gameplay is right up there with the best. Combining the right amount of strategy with the perfect sprinkling of action, this game has a little of everything. Action takes place in very desolate environments and you choose from many uniquely designed battle tanks to take on the various enemies you encounter. The missions are challenging to say the least and after playing it for around...ooooh...ten minutes, you'll be hooked. It's the first real strategic title for the Dreamcast and Take 2 Interactive sure have done themselves, and us, rather proud.

WORMS ARMAGEDDON

Publisher ■ Hasbro

8



Players: 1-4 ■ Reviewed: Issue 4

With more weapons, redesigned terrain and extra game modes, this classic title is best on the Dreamcast. There are now fifty five weapons, including new additions such as the skunk, which detonates with a potent pong that leaves your opponents spluttering for the rest of the game. All the usual options are there allowing you to name your own worms (Jarvis, Joe Brand, @?@*?! etc.), set a time limit on the completion of each move and, of course, choose your team's special weapon.

WWF ATTITUDE

Publisher ■ Acclaim

6

Players: 1-2 ■ Reviewed: Issue 4

This should have been a wrestling revolution, but sadly it's far from it. All the faves are there, including Stone Cold Steve Austin, Farooq, Al Snow, Val Venis, Goldust, The Rock, Triple H, Mankind Kane, The Undertaker and even the late Owen Hart. You can also recreate most of the specialist match types of the WWF. Unfortunately Acclaim's licensing deal had almost expired and there was no time to improve the game during its port from PlayStation to Dreamcast, resulting in substandard graphics and a general 32 bit feel.

ZOMBIE REVENGE

Publisher ■ Sega

7

Players: 1-3 ■ Reviewed: Issue 6

The House of the Dead 2 was no doubt one of the most popular DC launch titles and Zombie Revenge is definitely of the same ilk. 'So why did it only get a seven out of ten then?' we hear you ask. Well, it's not quite as fast and furious as THOTD 2 for starters and although there's plenty of cool weapons for your characters to get hold of (the flame thrower being our particular favourite) it's just not the same without being able to use the lightgun. The one thing that will put this at the bottom of your 'DC games to buy' list is undoubtedly the fact that the gameplay is very short lived - so why would you want to pick it up and play it again?



NEXT MONTH

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BY GEOFF CRAMMOND

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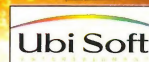
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